PRIMA'S OFFICIAL STRATEGY GUIDE

XBOX

LIVE ONLINE ENABLED

CRIMSON SKIES™

HIGH ROAD TO REVENGE™

ALL SECRET ZONES and BONUS WEAPONS REVEALED!

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Suggestive Themes and Violence

CRIMSON SKIES™
HIGH ROAD TO REVENGE
PRIMA'S OFFICIAL STRATEGY GUIDE

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SKY'S THE LIMIT

From the cities to the skies, your plane is your lifeline.

You weren't born a bird, were you? Still, at some point in your life, you've yearned to fly.

We all have some fascination with flying up into the deep blue sky, soaring through clouds and avoiding massive highway traffic jams. Maybe it's built into our genes, or maybe it just looks like a blast. Regardless, unless you're an airline pilot or Air Force Academy graduate, the closest you've probably come to commanding a plane is the first class front row.

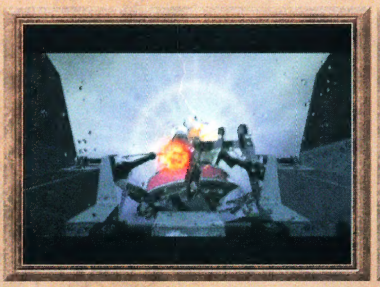
Close calls are just part of the job.

That's all about to change.

Crimson Skies: High Road to Revenge simulates the acceleration and deceleration, climbs and drops, spins and turns of aerial flight like no game before it. Gone are the days of a flight simulator with a billion buttons and dials. In *Crimson Skies*, everything rests smoothly in the capable and compact layout of your controller, leaving you time to enjoy the stunning scenery and practice your barrel rolls.

Practice special maneuvers, like barrel rolls, whenever you get the chance.

Excitement and intrigue abound when you tackle vicious thugs, engage hundreds of enemy planes and zeppelins, and become embroiled in a scheme to stop the sinister Die Spinne society. You may be one pilot and one plane, but you need to be better than an entire air force by the time the propellers stop spinning.



Giant robot spiders are just one of the many foes you have to beat.

LORD OF THE FLIES

Prepare for in-your-face action all the time.

You will know your aircraft intimately by the time you've performed all 20 game missions. Start off slowly with a tutorial on how to use your plane in Mission 1, "The Morning After." Then move on to a steeper challenge with multiple objectives in Mission 2, including a foray against the harbor patrol, a battle to destroy illegal fuel drums, and a small trip outside your plane—to blow up marauding enemy planes with your ally's mounted machine guns.

Missions 1 and 2 teach you how to fly your plane and tackle specific objectives.

As you get further into the story, expect more twists. From the mechanical spider-boss at the end of Mission 5, to difficult flights through Chicago's cityscape map in Missions 11 through 15, to a lost city in Mission 16, your aerial skills are tested. The experience you gather early proves invaluable later.

WHERE TO TURN?

Between each mission, the "cheat sheet" screen pops up to remind you of all your button locations.

Don't have a clue how to lift off? Already know your tesla cannon from your triple missile? Whether you're a beginner or advanced flyer, this strategy guide has a little bit for everyone. The "Flight School" section lays out the basics—flying, evasion, weapon hardware, as well as what all the game loot means. "Aerial Combat" covers advanced flying tactics, such as how to use your special moves like the Immelman and the barrel roll. The section entitled "War Planes" delivers the specs on the 10 planes you can fly from your zeppelin to the Pandora and the accompanying weaponry used to riddle enemy aces with bullets (you can also fly the Constable, though it's only available when you steal it in a mission). Beginning with "The Morning After," each mission is detailed with complete walkthrough information on objective locations, combat techniques, and valuable storyline hints.

CRIMSON TIDE

Destroy your enemy before he destroys you.

Do you have what it takes to plummet a thousand feet and zoom up from the ground at the last, death-defying instant? Or fly into the heart of a hundred enemy planes and fight among a web of gunfire? Want to dogfight against 16 other players simultaneously in a massive Xbox Live online battle? If you've ever wanted to control a souped-up plane or play the rogue, messing with the plans of a crime syndicate in *Crimson Skies: High Road to Revenge* will certainly give you a buzz. Let's just say it's 20 missions of nonstop, full-throttle action that'll blow your Xbox sky high.

FLIGHT SCHOOL

It's time for your first flight lesson. For those of you who are afraid of heights or lose your lunch on a roller coaster, find another occupation. Rogue pilot and aerial acrobat are not the jobs for you. When it comes to high-flying maneuvers, *Crimson Skies: High Road to Revenge* offers you the sun and the moon, so let's take a tour of the basic strategy tactics that'll put you in the driver's seat.

Fly all over the country with your Devastator plane.

FLYING HIGH

Learn to fly or you're toast in the big dogfights.

No matter how much firepower your plane carries, or how much help you get from your fellow rogues, if you can't fly a plane, you can't beat the bad guys. It sounds simple enough, but it takes a while to master the controls of your *Crimson Skies* plane. In fact, your first hour of flight time might result in disorientation and a lurching stomach as your plane wobbles, dips, and drops uncontrollably. Give it time. Practice a few hours and you'll dip through crevices and encircle enemies with ease.

BASIC CONTROLS

Practice the ups and downs of normal flying before moving on to special maneuvers.

Your plane takes off on its own; that's easy enough. But what happens once you're in the air? As in a real plane, the controls are "reversed." Therefore, when you pull down on the left joystick, your plane heads up. When you push up on the left joystick, your plane arcs downward. It's a little confusing at first, but you get used to it.

Line up the crosshairs on distant enemies to score hits.

While your left joystick guides the plane's direction, the right joystick controls the plane's roll. Work both controls together. You must learn how to dip and bank while simultaneously lining up your crosshairs on potential targets. Practice thumbing your crosshairs on slower targets early in the game. As you progress through missions, enemies become more elusive—you must be quick on the targeting to score hits.

You can only land at the blue "X" areas.

When it comes time to land, swing down close to your landing point and press X. Remember, you can't just land on the top of a mesa or in the middle of a city street. It must be a designated landing zone (indicated with a blue "X").

As you progress through the game, you can fly different aircraft.

Turbo Brakes

Cruising at low altitudes is fine, but when you want to head to the skies, give yourself a boost with some turbo power.

Acceleration and deceleration are the keys to hunting and locking on enemies. Pressing Y gives you short bursts of turbo speed, though this drains your special energy bar (the brown indicator beneath your plane's green structural integrity bar). Turbo power can zoom your plane to a location much more quickly, but be careful you don't use it all up and have none left over for combat. To get a position on an enemy plane or jet in a hostile situation, Y is your ticket.

TIP

It's fine to use your turbo power to quickly jet to places. However, never go below half when leisurely traveling between locations. If a dogfight breaks out, you want that special energy for combat maneuvers.

Hitting the brakes opens the back flaps on the Devastator, which slows you down.

Hit B for your brakes. When you brake, your plane has more maneuverability. You can bank more quickly, drop, or spin unexpectedly, making it difficult for enemies to track you. Get in the habit of braking in combat, especially to ditch that enemy plane on your tail.

Hit the brakes on attack runs to give you more space to pound the enemy.

That's not all braking can do for you. When on an attack run—the enemy is in sight in the distance, and you have a bead on him—brake as you approach, giving you more time to unload on the unsuspecting target.

Elevation, Anyone?

You must reach higher altitudes to climb over terrain or simply to get a better look around.

Unlike other action games, *Crimson Skies: High Road to Revenge* really is a 3D game. From the ground to the clouds, you can fly anywhere and everywhere. And it's not just tourist sightseeing. You can use altitude to your advantage.

Watch the radar map in the top-right corner for enemies and mission clues.

First, to get a lay of the land, zoom up to the clouds so you can survey the landscape. The mini-map (top right of your screen) gives you the nearby breakdown, but you really can't appreciate the mission map's full scope except from above. When you understand the map parameters, you can better figure out where certain locations might be hidden or where the enemies are coming from in a large battle.

Dropping low, especially into a canyon, can get enemies off your tail.

On the flip side, sinking real low makes for great defense. Enemies have a difficult time locking on if you're weaving through obstacles at the bottom of the map. When you have a bunch of enemies on your tail, dive and zip through whatever debris you can find to shake the bogies off your backside.

Keep your enemies guessing and change up your flight pattern.

The ultimate use of altitude, of course, is to fly around the whole 3D environment. Keep your foes guessing. Dive when under fire, then swing up the next time bullets whiz by.

TIP

Flying straight gets you killed. Don't let enemy fighters lock on to you—use altitude to your advantage by climbing and dropping to avoid gunfire.

Don't Crash

Avoid crashing into the ground and clipping other obstacles if you want to live.

What could do more damage than a tailing plane spraying you with hot lead? Smashing into debris. Avoid collisions with ground obstacles at all costs. When you're at full strength, you can survive a blow. But at half strength or lower, even a glancing strike off nearby obstacles can prove deadly. Given a choice between taking a bullet or two from an enemy or attempting to score that one last hit while descending on an approaching building, veer away from disaster. One hit is not worth crashing your plane.

Don't push your luck. One last hit is not worth slamming into terrain that will seriously damage your plane.

Evasive Maneuvers

In a large battle, bounce from target to target so no one can get a lock on you.

You'll live longer if you adopt an attitude of "dodge before damage." In other words, don't worry about dealing extra damage if you're going to take some yourself. In a dogfight, there's time to sweep around and finish off a wounded opponent. You don't have to do it all in one shot while you're getting pounded. The hardest habit to break is locking on an

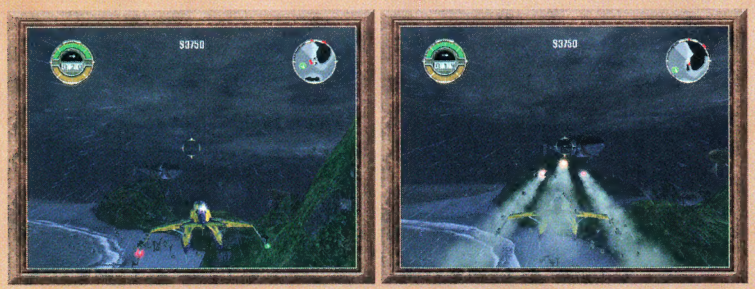
enemy while another enemy is locked on you. Your gut instinct is to stay with the target and finish it off. That way, the enemy won't plague you later. If another enemy has a lock on you, however, you'll take too much damage—possibly even die—if you stubbornly stay on target. You are one pilot to the enemy's many, so the main priority is keeping yourself alive.

While under fire, you may want to try a special move like the barrel roll.

TIP

Adopt this mantra: "dodge before damage." Never stay locked on a target if another enemy hits you with fire.

AIRCRAFT ARTILLERY

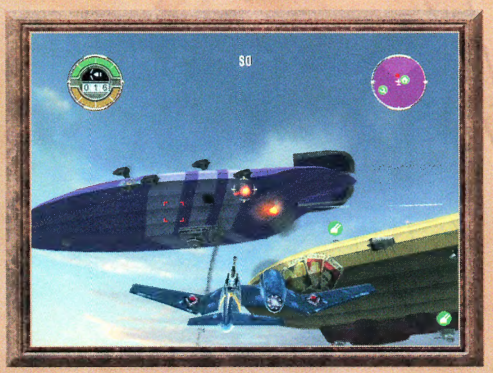


Each plane has a special weapon like the Dauphin's triple magnetic missiles.

You don't have to worry about knocking planes out of the sky with a slingshot. Each of your planes has a primary and secondary weapon that can punch holes in steel. Primary weapons come in three different varieties: machine guns (highest damage over time but low punch damage), cannons (high punch damage; best against zeppelins and heavy planes), and machine cannons (good punch damage but can dish it out over time as well). These choices can define your aircraft, but there are even more options when it comes to secondary weapons. With the strengths and weaknesses of different rockets and cannons, the question is which one is right for your current mission.

Learn which weapons work best against which targets.

THE BLOCKBUSTER



Only the Doppelganger can carry the powerful block-buster cannon.

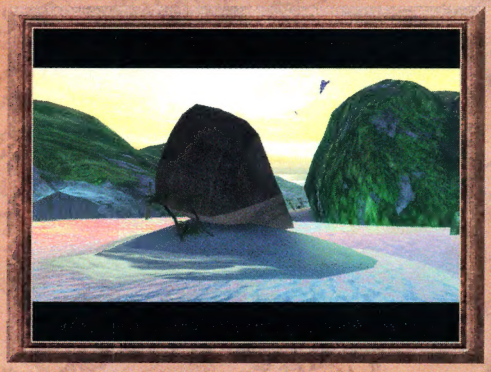
It's the .44 Magnum of secondary weapons. With its gigantic explosive power, the blockbuster resembles a tank gun mounted to your plane. Tired of rattling off a dozen shots to take down that enemy ace? The blockbuster should be your weapon of choice then. The downside? Only the Doppelganger has a frame large enough to carry this beast.

CONCUSSION ROCKETS

The Brigand flies with concussion rockets and rear tail guns.

Cousin to the magnetic missile, the concussion rocket deals significantly more damage. Where the magnetic missile can zero in on a target even if you don't have it perfectly lined up, the concussion rocket strikes where you point but delivers a powerful warhead capable of disintegrating multiple targets in one huge explosion.

Detonator Cannon



The detonator cannon can blow up even sizable targets.

The detonator cannon launches a fireball that explodes upon impact. The detonator's flames can ignite an aircraft and burn it for extra damage seconds after initial contact. Though the detonator has some range, you must strike the target squarely to really hurt the craft.

Gatling Gun

Spit out bullet after bullet with the Dust Devil's gatling cannon.

The Gatling gun has the capability of dealing more damage per second than any other secondary weapon. It spits rapid, high-caliber fire that can spray an area. It's great for scattering damage across multiple, grouped targets. It's not so great against a single, heavily armored target that can suck up the damage and return unwanted fire.

Magnetic Missiles

Magnetic missiles home in on targets.

You start with this weapon on the Devastator. Simple, effective, and probably the best long-range weapon, the magnetic missile tracks anything near it and homes in with deadly accuracy. You can shoot into an area without exact precision and still hit your target. All this tracking comes with a price, though. If one of your allies flies across the missile's path, the missile may switch to the friendly target instead.

Mini-Rockets

The Desert Fox's Mini rockets fire out in a spiral pattern that can engulf enemies with multiple hits.

Like the Gatling gun, mini-rockets can strike multiple targets. Also known as the drunken rocket, the mini-rocket sends out a swarm of projectiles that fan out and hit all targets in the burst area. Just be sure allies aren't flying in the blast zone.

Shotgun Cannon

Up close, there's no better weapon than the Bulldog's shotgun cannon.

If you've ever seen a shotgun at work, you already know it's the best short-range weapon. The shotgun cannon unloads a barrage directly in front of your plane, and its pellets rip apart an enemy at point-blank range. The shotgun cannon has earned its nickname, "Snub Nosed Love."

Sniper Cannon

A fast Mini-gyro can dodge bigger planes like the Devastator and sneak in damage with its sniper cannon.

Designed specifically for the Mini-gyro, the sniper cannon can zoom out to very long range. Accurate—though not super-powerful—at range, the sniper cannon enables its pilot to hide on the map and pick off opponents by surprise.

Tesla Cannon

The tesla cannon cripples opposing aircraft.

Not known for its damage dealing, the tesla cannon fires a lightning bolt that reduces its target's maneuverability for a short time. You can more than make up for the tesla cannon's lack of punch with your primary weapon, since the crippled plane you just struck with the lightning bolt is now easier to hit.

Triple Missiles

Three times the firepower, the Dauphin's triple missile doesn't miss many targets.

Smaller than the magnetic missile, the triple missile launches three independent targeting projectiles at once. If all three strike the same target, there can be serious fireworks. You can also get tricky with this weapon by striking multiple targets and causing major havoc in the combat arena.

MAP QUEST

You have to fly with one eye and watch the navigational map with the other.

What your eyes see out the cockpit window isn't the whole story. Keep one eye on the map at all times. In addition to giving you a roadmap of terrain you might not see, the map tallies the surrounding enemies (they appear as red dots), points out mission objectives (in yellow), and identifies friendly targets like the Pandora, service station, and other flyable planes (in green). When an enemy shakes you, or when a foe remains hidden behind terrain, trust your map to guide you to the correct spot. Enemies can't sneak up behind you if you watch the map for signs of activity.

CHANGING GEARS

You can switch planes in the middle of a mission.

You don't have to finish every mission with the plane you started with. Some missions give you the chance to switch airplanes. Look for airstrips with the green plane symbol to jump onboard a new set of wings. Some missions are impossible unless you switch vehicles. For example, a mission that starts you with the Devastator may have a maze of cliff walls too narrow for the plane to fit, so you must switch to a Minigyro to proceed. Don't forget that you can always return to the Pandora when in a scouting environment to change planes.

SUICIDE REPAIRS

Fly full speed into the service station when you're in danger of dying.

No matter how good you are, there comes a time when you have to swallow your pride and check in for repairs. Almost every mission has a service station, and the ones that don't are the hardest to complete for just that reason. When your aircraft's armor bar drops from green to orange, check into the repair shop, or fly into one of the healing power ups that drop out of certain downed enemy planes.

Your engine could be on fire, but one trip to the service station and your plane is as good as new.

There's no need to cruise in for a nice landing at the repair shop, either. Barrel in at suicide speed to decrease the time you'll be out of the battle. As long as you press ⊗, the game launches into a safe-landing animation scene and repairs your plane. However, make sure you have the $200 it takes to repair your craft. If not, "suicide speed" will be just that.

CAUTION

Safety tip: When you see flames trailing out of your engine, pull over.

MONEYBAGS

You can pick up extra ammo and health from downed enemy planes.

Plane upgrades cost money. Repairs cost money. You can't go long in the game without it. So how do you stockpile some? Once you're a good flyer, the best way is to win in a racecourse, such as the one in the Lost City area. You wager up front before the race (no more than half of your current total), and if you can burn through the gates under the set time limit, you win the bet. Too slow or make a wrong turn and you lose the wagered cash. It's a risk, but well worth it once you know the racecourses.

Win money through special races or earn extra cash by protecting certain tourist zeps.

You can also earn bucks by completing certain missions, such as rescuing tourists or apprehending bandits for the sheriff, though it's never quite as much as you'd hope. Conversely, you can attack and rob certain zeppelins. It's the old "Robin Hood philosophy": rob from the rich to give to the poor; in this case, your empty pocket. Every once in a while, you can also collect ammo power ups that crank your secondary weapon back to full, thus saving a trip back to the service station and saving some cash.

MISSION TIPS

You are called on for many different types of missions.

You're called upon to don many hats while flying your *Crimson Skies* plane. Whether it be finding a hidden base in the desert, racing through an obstacle course in the heart of a mountain, or protecting a friendly zeppelin from incoming marauders, you must master many skills. Here are some simple strategies to apply to the appropriate missions.

Scouting

Scouting missions require a lot of patience to recon the whole map.

Missions that send you around the map looking for people and hidden locations require a faster, nimble craft. You don't want a lumbering tank in the air. "Scouting" missions may require maneuverability that a big plane can't deliver. Frequently, these missions throw small squadrons at you that are tailor-made for a plane like the Coyote or the Mini-gyro. No doubt a larger, more durable plane like the Doppelganger could handle the encounter, but it may not be best suited for the in-tight fighting.

Racing

Racing can earn you big money.

Your first time out, don't take the sucker's bet. You will not finish the course in your first attempt, so forget about winning money. Bet your $100 and prepare for a loss. Why? It takes two or three trips, at least, to learn the twists and turns of the course. Once you know where to bank left and where to accelerate, and you feel comfortable racing through the whole course, you can plunk down some serious change and earn extra dough. Even if you know you won't finish in time, press on as far as possible—the more knowledge you have about the course layout, the better you'll do next time. Planes like the Bulldog and the Desert Fox can give you the speed edge in a race.

Guarding

Some missions have you protect innocents from hostile planes.

Most air vessels don't have as much firepower as your plane. Consequently, they need a little protection from the people who would bully them. By guarding these lesser crafts, you either further the plot or gain some loose change for your bank account.

If you're asked to guard a zeppelin, don't leave it to chase other enemies.

The number-one rule while guarding is don't leave your charge. As tempting as it is to fly after an enemy and blast it to kingdom come, the vessel you seek to protect will probably be destroyed while you're gone. The idea is to drive the enemies away one by one, inflicting damage as you deflect them from firing on your charge. When an enemy starts an attack run at your ally, you can intercept and force it away without launching a shot. The more targets you intercept, the greater the chance of successfully guarding your craft. Just circle your ally and head for the nearest enemy, bouncing from foe to foe in a vicious pinball exercise. Eventually, you will wear them all down, even faster with planes like the Dauphin that can fire deadly blows.

Dogfight

You must worry about enemy fighters and gun turrets in your many aerial combat situations.

Let's face it, you want action in a game, and *Crimson Skies: High Road to Revenge* brings it in each mission in the form of dogfights. Anywhere from three to thirty enemy aces could be flying in your direction at any given time. Maneuverability is crucial in big fights. A heavy plane like the Brigand becomes a huge target with so many shots in the air. Better to rely on the nimbleness of a craft like the Dust Devil. It's sturdy enough to withstand a few hits, but it can turn on a dime to track and evade those pesky enemy fighters.

You don't just fight other planes; zeppelins present even greater threats. Against the bigger zeppelins, take out the turrets first so you don't take so much return fire. If you're in a hurry, take out the turrets on a single side and stick to that side while you pound away. Destroying or crippling a cargo zep can earn you quite a bit of money, and certain military zeps even drop upgrade tokens.

Bosses

The bosses are the toughest foes at the end of each story.

Depending on the boss, you may need a different aircraft. A boss with an impenetrable hide, for example, could care less if you're equipped with triple missiles. You'd do better with a shotgun cannon or the blockbuster tank gun to exploit a boss's weakness.

When you beat a boss, it's a memorable scene.

Bosses don't go down easy. Expect a long fight, and touch base with the service station if the boss batters you around. Traditional shoot-and-run tactics usually don't work against bosses. Most of them have to be defeated in an exact way. Look for the vulnerable spot in their armor and exploit it.

The Devastator might be your first plane, but there are many more to choose from.

Upgrades

With the exception of the Mini-gyro, each plane in the Pandora can be upgraded. An upgrade enhances the plane's key statistics and gives a jazzy new paint job too. Depending on the plane, you need a certain amount of cash and upgrade tokens to soup up your plane (the totals are listed when you look at the plane in the Pandora). You receive upgrade tokens for completing missions and can also find some hidden ones throughout the missions. You won't be able to upgrade every plane, so use your tokens wisely.

AERIAL COMBAT

So you can fly the plane out of the hangar. That's a good start, but it doesn't cut it when you have 12 bogies crisscrossing in complex attack runs with the sole intent of killing you. Until you can pull off a split ess in your sleep and know the difference between Navajo smoke signals and Devastator smoke signals, you had better study up. The skies are a dangerous place, and we wouldn't want you six feet under before you've had a chance to enjoy the clouds.

To fly your plane like a champ, master the little things that matter.

SMOKE SIGNALS

It's much easier to tail a plane when it has smoke billowing out behind it.

In Chapter 2 we talked about playing "pinball" in really big fights. Essentially, you want to tail one target, zing it with gunfire, then bounce to a new target. The more you move, the harder you'll be to hit.

The problem is, the bad guys know how to do that too.

To avoid opening your parachute, bounce from target to target when there are several enemies in the area.

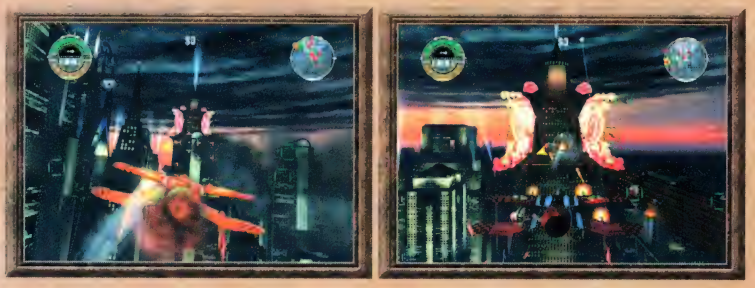
So here's where smoke comes into play. When firing on a plane, especially an enemy that may be up in the air a long time (like a Doppelganger), tag it until smoke comes out of its engine. This means you've dealt serious damage, and you've also created a nice smoke trail that marks the plane's movements. Planes trailing smoke are infinitely easier to tail. When they make an unexpected dive or twist, you can follow them even if you didn't see exactly where the plane initially went; simply follow the smoke trail til you've got another lock.

CHICKEN

The game of chicken is full of nail-biting near-misses.

You've heard of the game of "chicken," right? Where two vehicles zoom straight at each other to see which driver will turn first. Enemy pilots in *Crimson Skies* like to pull this stunt often. Maybe they're brave or maybe they've got a suicidal AI piloting the planes—either way, you'll have to deal with it during long battles.

Catch the warning signs early enough, and when the enemy plane is on the horizon and turning its propellers straight at you, you can quickly kill it. Shoot off a volley of gunfire or a couple of rockets and then immediately bank. If you get the jump on your opponent, your shots will hit the enemy with a cataclysmic boom while his will just miss.



If you catch the enemy early enough, you won't have to worry about veering off to avoid a collision.

If you notice the "chicken run" a little late, you have two options. First, veer out of harm's way with an emergency sharp turn. This works best when you know the other plane is undamaged and you don't want to trade blows with it. Or, fire everything you've got at the sucker. If the enemy appears damaged as it blazes toward you, you will probably blow it to pieces before it makes contact. Sure, you absorb some hits but it may be the perfect answer to an annoying problem.

ATTACK RUNS

On an attack run, approach from the rear and fire off all your weaponry.

Attack runs are the preferred method of combat, as opposed to the "pinball" approach, if you have only a few enemies to worry about or you think you can get a sneak attack off.

Don't attack a zeppelin from the side where it can shoot you with all its guns.

Fly in for the horizon and look for the best angle on the target—usually from behind or from a better defensive position, such as between buildings that shield you from surrounding enemies or return fire. When you have time, ride the brake on the approach to give you more time for damage to accumulate. Against bigger threats, hold down your primary weapon *and* launch your secondary weapons.

CAUTION

During long attack runs, watch your radar for incoming enemies. If any sneak behind you or shoot in your direction, break off your attack and reposition for a new approach.

As you pass the target, switch to full turbo acceleration. Get out of the return fire range as soon as possible. When the enemy blip reaches the edge of your radar screen, swing around and line up a new attack run.

Accelerate past your target and loop around for a second attack run.

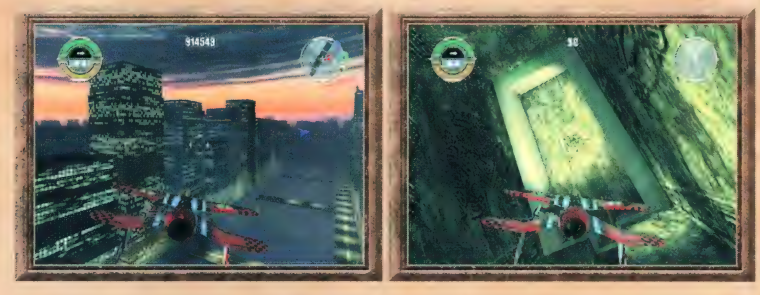
ANTI-ATTACK RUNS

Those rotten Dos Muertos and Die Spinne villains copy every good idea you have. They, too, use attack runs. Fortunately, they aren't as skilled as you at recognizing dangers, so turn the tables on them.

Lead your fire in front of an enemy on an attack run.

Frequently on missions where you must guard a zeppelin or key military objective, enemies will line up to attack runs at your charge. Unless the object you are guarding is on its last legs, let the bad guys line up all they want. While they pour down on the target, trigger a steady stream of gunfire directly in front of the incoming plane. If you lead your bullets, the enemy plane will fly right into each one and blow up halfway to the target.

THE TIGHT TURN



Flying out in the open air is a breeze, but what happens when you get stuck soaring through a small tunnel?

Everyone loves to floor it in open sky. Sometimes, though, the mission has you fly in very confined spaces like a small cavern or inside a building. How do you fight and avoid smacking into walls like a bug on the windshield?

Go into a tight circle loop while in enclosed spaces.

Go into a tight circle loop. It keeps you moving (making you harder to hit) and it stops you from crashing into obstacles. Once you get good at a tight turn, you can fire effectively at the same target over and over again. When you've done what you've been assigned to do, get out of there.

SPECIAL MANEUVERS

The barrel roll and the double barrel roll can fake out enemies into thinking you've suddenly made a turn.

The game has 14 special maneuvers built into every plane. Learn them so you can look good and get out of jams. The maneuvers are preprogrammed loops, twists, and engine tricks that you couldn't pull off on your own—or at least not without a lot of hard work.

The brake stall can make your opponents wonder where you went.

Play around with them until they're as natural as triggering off a magnetic missile. For example, a double snap roll left will quickly throw you out of a hail of gunfire from a rear enemy, while a brake stall can trick enemies into flying right by by you. For a complete list of all your cool special maneuvers, check out the following chart.

Use a snap roll to dodge enemy fire.

Special Maneuvers

Maneuver	Controller Position
Back Stall Loop	Click right thumbstick down. Left stick back, right stick forward, then left stick back.
Barrel Roll Left	Click right thumbstick down. Left stick left, right stick right, then release.
Barrel Roll Right	Click right thumbstick down. Left stick right, right stick left, then release.
Double Barrel Roll Left	Click right thumbstick down. Left stick left, right stick right, then hold.
Double Barrel Roll Right	Click right thumbstick down. Left stick right, right stick left, then hold.
Double Snap Roll Left	Click right thumbstick down. Both sticks left then hold.
Double Snap Roll Right	Click right thumbstick down. Both sticks right then hold.
High Speed Yo-Yo	Click right thumbstick down. Left stick back, right stick forward, then left stick forward.
Immelman	Click right thumbstick down. Both sticks back.
Power Climb	Click right thumbstick down. Left stick back, right stick forward, then release.
Snap Roll Left	Click right thumbstick down. Both sticks left, then release.
Snap Roll Right	Click right thumbstick down. Both sticks right, then release.
Snap Turn	Click right thumbstick down. Left stick forward, right stick back.
Split Ess	Click right thumbstick down. Both sticks forward.

CHEATS

Is a Brigand stealing your thunder or a Piranha eating you alive? Tired of flying the same mission over and over because the fights seem impossible or you keep running out of cash to pay for your repairs? Have no fear, the cheats are here. The invincible "God Mode" will make you bulletproof, the "Free Cash" option puts much-appreciated money in the bank, and the "Supergun" code—well, let's just say your opponent was asking for it. When you really want a challenge, try the "Unlock Difficulty" code and fly the nigh-insane version.

Cheat Codes

Cheat Name	Game Code	Description
God Mode	Y+A+X+B+BLK	Makes plane invulnerable
All Planes	Y+X+B+Y+BLK	Gives you access to all the player planes
Supergun	B+X+A+B+BLK	Each bullet does 1,000 points of damage against an enemy
Free Cash	A+Y+A+Y+BLK	Gain $5,000
Free Tokens	X+B+X+B+BLK	Gain 10 free tokens
Unlock Difficulty once	X+B+A+X+BLK	Unlocks the game's ultra-difficult setting (normally you must beat the game to play at this level)

WAR PLANES

HUGHES P21-JMKII DEVASTATOR

First Available: Mission 1	Speed: Average	Durability: Average
Maneuverability: Nimble	Primary Weapon: Quad-linked .30 caliber machine guns	Secondary Weapon: Magnetic missile

Advantages: The Devastator handles well in tight spaces. In a dogfight with several enemies, where you'll be banking and dipping frequently, you can't go wrong with this plane. It's also great in underground passages and tunnels. The luxury of the homing magnetic missiles makes this a solid starting package.

Disadvantages: Average speed and armor. If you want to race, look to a different plane. In prolonged fights, the Devastator might show signs of wear. You will need to find a service station often with this fighter.

Upgrades: Goes to six machine guns instead of four. Gains significantly more durability, more secondary weapon ammo and a higher top speed.

AVIATION BULLDOG

First Available: Mission 2	Speed: Lightning Fast	Durability: Fragile
Maneuverability: Sluggish	Primary Weapon: Twin 1-inch cannons	Secondary Weapon: Shotgun cannon

Advantages: Short and squat, the Bulldog can fly like nobody's business. When you want to hunt someone down, there's no better plane than the Bulldog. Add the best close-range weapon in the game—the shotgun cannon—and you have the makings of a great hit-and-run fighter.

Disadvantages: Speed is great, but when your turns are sluggish, you may have problems in dogfights with many different fighters vying for position. Top that problem off with a fragile chassis and you definitely don't want to be caught fighting multiple opponents often.

Upgrades: More powerful shotgun cannon. Gains significantly more durability, more secondary weapon ammo and a higher top speed.

DASSAULT S30 DAUPHIN

First Available: Mission 3	Speed: Slow	Durability: High
Maneuverability: Good	Primary Weapon: Twin 1-inch cannons	Secondary Weapon: Triple magnetic missile

Advantages: If the Devastator's homing missile looks good, how about one that shoots three times as much? Lock on with the Dauphin and you'll destroy all but the strongest enemy with a single strike. Despite its dog-slow speed, the Dauphin handles well and can often dance its way out of incoming fire. If it takes one hit or five, its armor holds up well.

Disadvantages: It's dog-slow. Don't expect to catch enemy fighters from behind unless you luck into position. On long missions with big maps, the Dauphin can be an agonizing choice, since it takes you twice as long to get anywhere. Other than missions confined to small areas, leave this Rajin' Cajun reject behind.

Upgrades: Fires five missiles instead of three. Gains significantly more durability, more secondary weapon ammo and a higher top speed.

FASSENBEINDER'S MINI-GYRO

First Available: Mission 6	Speed: Slow	Durability: Fragile
Maneuverability: Nimble	Primary Weapon: Dual .30 caliber machine guns	Secondary Weapon: Sniper cannon

Advantages: Nothing beats the Mini-gyro in enclosed spaces. For missions that involve entering buildings or underground passages, the hovering Mini-gyro is the machine of choice. Because of its small, stealth size, the sniper cannon can prove an excellent assassination weapon as it strikes from long range and destroys targets before they know what hit them.

Disadvantages: It can turn on a dime, but a dime thrown hard enough will dent the thing. The Mini-gyro can't withstand damage of any kind and has the least amount of acceleration power of all the planes. It's a specialized craft designed for certain types of missions—not big dogfights.

Upgrades: None.

RAVENSCROFT COYOTE

First Available: Mission 6	Speed: Fast	Durability: Average
Maneuverability: Nimble	Primary Weapon: Quad-linked .30 caliber machine guns	Secondary Weapon: Detonator fireball cannon

Advantages: A little faster than the Devastator, the Coyote handles about the same. Unless you like planes with a thick suit of armor, the Coyote fights great in aerial battles. It can outrace almost any plane and loop circles around the ones it can't.

Disadvantages: The fireball cannon may look impressive, but damage-wise it's one of the least effective. If you like your special weapons, look elsewhere. Otherwise, run-of-the-mill armor is about the only thing keeping this plane from being tops in performance.

Upgrades: Dual detonator cannons, one on each wing. Gains significantly more durability, more secondary weapon ammo and a higher top speed.

SANDERSON BP1 DUST DEVIL

First Available: Mission 7	Speed: Fast	Durability: Average
Maneuverability: Nimble	Primary Weapon: Quad-linked .30 caliber machine guns	Secondary Weapon: Gatling gun

Advantages: The gatling gun, baby! If you like spraying hot lead, there's no better gun. This rapid-fire machine gun has more ammo than any other secondary weapon. It just keeps on giving. The rest of the package runs similar to the impressive Coyote.

Disadvantages: Not too many. Maria's plane has everything you need to complete one mission or twenty. Its only downside might be its somewhat-weak armor.

Upgrades: Twin gatling cannons. Gains significantly more durability, more secondary weapon ammo and a higher top speed.

RAVENSCROFT DESERT FOX

First Available: Mission 9	Speed: Very Fast	Durability: Fragile
Maneuverability: Sluggish	Primary Weapon: Quad-linked .30 caliber machine guns	Secondary Weapon: Triple drunken rocket launcher

Advantages: The drunken rockets are a whole lotta fun! They spiral out like wild fireworks and can strike multiple targets for solid damage. Coupled with a very fast engine, the Desert Fox can zip around the dogfight wreaking havoc.

Disadvantages: You had better live up to the Fox's namesake and bring all the cunning you can muster to the battle, otherwise you're gonna get creamed. With sluggish handling and a fragile body, keep one eye on the repair station at all times.

Upgrades: The drunken rocket launchers spit out more rockets. Gains significantly more durability, more secondary weapon ammo and a higher top speed.

FAIRCHILD FG11 BRIGAND

First Available: Mission 11	Speed: Very Slow	Durability: Extremely tough
Maneuverability: Average	Primary Weapon: Quad-linked 1-inch Cannons	Secondary Weapon: Concussion rocket, rear guns

Advantages: Tired of enemy's crawling up your backside? The Brigand with its front and rear guns are the wings for you. Ahead of even the mighty Doppelganger in armor, the Brigand flies like a tank and can take the punishment of a big machine.

Disadvantages: Slower than the Dauphin, so if you want to get anywhere quickly, ditch the Brigand for a bus. The concussion rockets, though potent when they explode, only shoot straight ahead and can be difficult to hit a moving target.

Upgrades: Goes to six cannons from four. Gains significantly more durability, more secondary weapon ammo and a higher top speed.

FW-21 PIRANHA

First Available: Mission 16	Speed: Slow	Durability: Tough
Maneuverability: Nimble	Primary Weapon: Quad-linked .30 caliber machine guns	Secondary Weapon: Twin tesla cannons

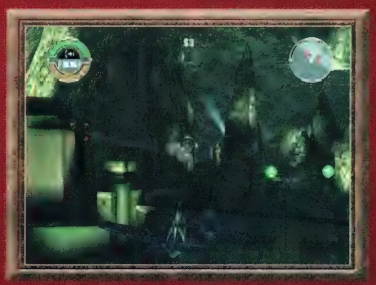
Advantages: Tough as nails and quick as a snake, the Piranha performs well in small dogfights. Its vicious tesla weapon can incapacitate an enemy plane, perhaps permanently if it crashes into a nearby obstacle. Overall, a good package deal.

Disadvantages: If only it didn't take 16 missions to find this plane. A bit slow, the Piranha shouldn't be broken out for large battles in the open air. The Die Spinne swear by the Piranha, so that's another strike against it.

Upgrades: More powerful tesla cannons. Gains significantly more durability, more secondary weapon ammo and a higher top speed.

GRUMMAN F3C DOPPELGANGER

First Available: Mission 18	Speed: Very Slow	Durability: Extremely tough
Maneuverability: Average	Primary Weapon: Twin 1-inch cannons	Secondary Weapon: Blockbuster tank gun



Advantages: Need to bring down skyscrapers or knock Brigands out of the sky? Call on the Doppelganger and the awesome firepower of its blockbuster tank gun. With the game's second-best armor, you can last up in the sky a long, long time.

Disadvantages: Of course, having to carry that giant blockbuster cannon around means you're very, very slow. It's not bad when you're battling in Lost City caverns, but break this machine out anywhere else and you have problems.

Upgrades: More powerful blockbuster cannon. Gains significantly more durability, more secondary weapon ammo and a higher top speed.

MISSION 1: THE MORNING AFTER

Too much booze can get you in trouble. As Nathan Zachary, you find this out the hard way when the Cajun pirate Thibodeaux robs you of your plane, the Devastator, after already winning your zeppelin the night before in a high-stakes poker game. After a daring retrieval, you fly the Devastator to meet up with a fellow Fortune Hunter pirate to put your plane through the ringer. You never know when things are going to get crazy.

GAMBLING WOES

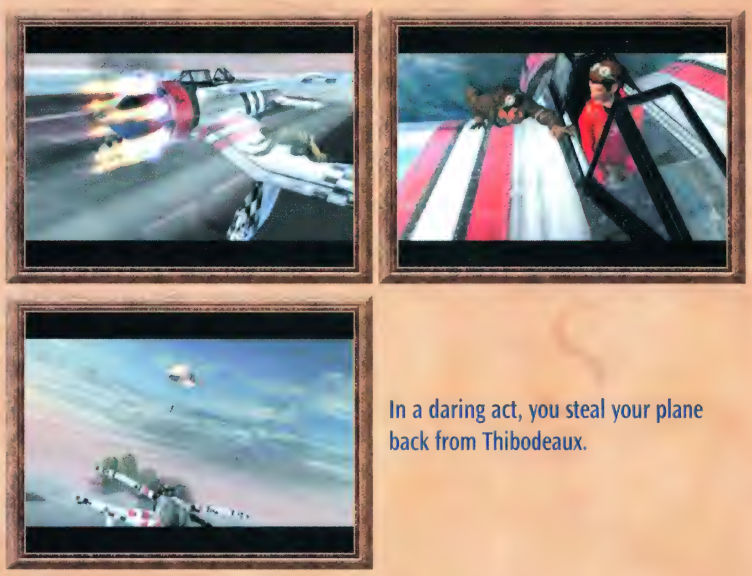
The story starts in a collection of Pacific Islands known as Sea Haven, where criminals and sky pirates hang out to gamble and stir up trouble. Well, actually, it starts out in Nathan Zachary's bed.

You wake up to Thibodeaux, the Cajun pirate, pointing a gun to your head and relieving you of your plane keys.

Too much booze and not enough luck, Zachary lost the Pandora—the zeppelin headquarters for the Fortune Hunter pirates—in a game of cards. Not satisfied with winning just the zeppelin, Thibodeaux breaks into your room in the morning and steals your wallet and plane keys. You wake up with Thibodeaux pointing a gun to your head, and there's nothing you can do to stop him.

Or is there?

With the plane engine revving up, you throw on some pants and race for the runway. Your Devastator has already hit the runway for takeoff. At the last second, you grab the plane's wing and climb aboard. Ten seconds later, you've pulled Thibodeaux's parachute ripcord and regained your baby.



In a daring act, you steal your plane back from Thibodeaux.

Back in the air on your own terms, you radio one of your Fortune Hunter partners, the beautiful "Brooklyn" Betty. You fill her in, and on the way to recovering the Pandora, Betty runs your plane through a series of challenges to make sure you're at the top of your game.

Nathan soars to meet up with fellow Fortune Hunter, "Brooklyn" Betty.

COCKPIT 101

Objectives like following Betty show up in yellow on the top-right navigational map.

The main part of your first mission functions as a tutorial. The game runs you through basics like how to fly, use boost and brakes, perform special maneuvers, and weapon use. At first, flying the plane may seem overwhelming—it takes a few hours to feel at home in the 3D environment—but now's the time to practice your control. By mission's end, you want to know what you're doing when you go head-to-head with a dozen other enemy pilots.

During a mission, if you accomplish a certain goal you are given a checkpoint. Should you die, the game resets to the previous checkpoint.

Things start out slow and easy. Follow Betty for a few seconds as she guides you to the appropriate island. As you approach, you see some big, fat targets—enemy zeppelins. Notice that enemies are targeted with red, while allies are targeted with green. Avoid shooting the green guys—you're already outnumbered ten to one in most fights. Take your time and rake the zeppelins with gunfire from your primary weapon. These zeps are pushovers, so they explode after only a few hits. After that little exercise, practice using your secondary weapon (the Devastator's magnetic missiles) on the gun turrets in the water.

It's target-practice time on the big zeppelins.

Next up, Betty takes you out over the water to run through some special moves. There are a few preprogrammed special moves that your plane can fly. For example, while pressing down on both joysticks, move the left one up and the right one down. This maneuver flips the Devastator around to head in the opposite direction with one slick spin. Experiment with all different combinations until you find the moves that work best for you.

Push both joysticks out and press each down to perform a barrel roll.

TIP

Special moves like the Immelman are preprogrammed maneuvers that can get your plane out of trouble. Practice them all so they're second nature in combat.

Time's running out for you to retrieve the Pandora, so give your plane some turbo speed with a rocket boost. Hit Y and roar through the sky. Remember, though, you can only do this for a limited time. The brown bar at the bottom of your top-left readout shows how much "special maneuver" energy you have, and rocket boosts eat through it quickly.

Hit Y to give your plane a rocket boost and get you into the fighting faster.

The last island harbor contains the Pandora. Unfortunately, it's heavily guarded. Your first objectives are several gun towers in the water below the Pandora. Switch to your secondary weapons to toast these towers. The Devastator is equipped with magnetic missiles, so just aim close to the target, and the missiles take care of the rest. Two shots blow up a gun tower, but hurry up—reinforcements are on the way.

Your next challenge requires your secondary weapon, the magnetic missiles, to destroy the gun towers.

Thibodeaux's Cajun fighters show up to guard the Pandora. After the water gun towers are dispatched, fly in with Betty and engage the incoming planes. At first, things are chaotic. Watch your radar—the navigational map at the top right of your screen—as well as the skies around you. Pinpoint the enemies who are flying away from you, and shoot up their backsides if you can.

The true challenge comes next—a full-fledged dogfight.

Change up your flight pattern as often as possible to shake potential bogies off your tail. Also, swing in and out of terrain to keep your profile low. In the heat of battle, it's easy to follow one particular target, but the longer you stay locked on a single bad guy, the longer a potential threat has to get a lock on you. Your best bet is to hit and run.

CAUTION

Never fly straight in a dogfight. If you do, enemies will lock on with machine guns—or worse.

Enemy reinforcements show up after the first wave of fighters. Blow them up just like you did the others.

After the first batch of fighters becomes so much scrap metal, a second wave arrives. Repeat the same lessons you applied in the first fight. Hopefully, your craft hasn't taken too much damage. If it has, don't fly recklessly into the heart of three or four enemies. Try to hover on the outskirts and dart in to trade shots with one or two planes before seeking cover again.

Finally, you've recaptured the Pandora.

At last, the final enemy plane drops from the sky. Both you and Betty have done a fine job of messing up the Cajun pirate ranks. Fly toward the Pandora and wait until you see a blue "X" flashing. This signifies a mission objective and sometimes triggers a cutscene or a change in location (such as from plane to zeppelin). Press Ⓧ and the mission ends. Though Thibodeaux won't be happy, you've regained the Pandora and all its high-powered weaponry—and fine home comforts.

Upgrade Tokens

The Morning After: There are no tokens hidden on this mission. You only earn tokens for completing the last task.

MISSION 2: A SHIP WITHOUT A CAPTAIN

You got your zeppelin back. The one problem? Your captain's missing. Not the best zeppelin pilot in the world, you manage to guide the Pandora to Sea Haven without killing anyone, but you've got to find your pilot Big John. Of course, the Rajin' Cajuns aren't too happy with you right now, and the Hollywood Knights have arrived in force to shut down the island retreat. Lousy timing? Sure, but those are the breaks. Deal with it and find Big John before someone takes too much of an interest in the Fortune Hunters.

WHAT'S UP DOC?

Not much of a zeppelin pilot, you barely manage to start the mission in Sea Haven.

Without Big John, you must pilot the Pandora to Sea Haven, and it might be your biggest adventure yet. Not much of a zeppelin navigator, you ram a large antenna on your approach to the islands. It doesn't matter how much you have to pay Big John; it'll all be worth it when he's back in the driver's seat.

Find and protect Doc at all costs.

Jettison out of the Pandora behind the familiar seat of your Devastator. On your radar, notice all the blue dots around Sea Haven—these are your potential mission objectives. Once you accept a mission, the objective turns yellow with a circle around it. It doesn't always matter in what order you do the objectives. This time around, you want to find your friend Doc Fassenbeinder before he gets into more trouble.

TIP

Green targets are allies. You can identify enemy planes quickly by watching where your allies are firing.

Doc's flying around the islands in his Mini-gyro. Look for a blue "X" icon. When you get close to the blue icon, press the "X" button to activate the new mission. Desperate for help, the Doc calls upon you to protect him from a bunch of thugs unhappy with his recent dealings. He didn't even have to ask; you're there for him.

You may have to pull some crazy maneuvers to keep up with Doc's pursuers.

Doc can really maneuver in the Mini-gyro, so it's a challenge to keep up with him. It's important to stick in his immediate area so you can chase off would-be killers. Though maneuverable, the Mini-gyro is extremely fragile, so avoid letting Doc take fire from multiple sources. He forces you into some serious stunts to hang tight. Keep circling the Doc and firing at enemies until they drop one by one.

After the battle, fly your battered plane back to Doc's service station.

Doc owns the service station in Sea Haven and invites you back for some repairs after the battle. Follow him back and heal up. Each repair visit costs 100 bucks, but it's well worth it. The tune-up restores your armor to full, reloads your secondary weaponry, and charges up your special maneuver energy. It's a good idea to visit the service station in the middle of battles to regain strength, if you have the time. Also, if you want to earn a little cash, fly over to the race just opposite the service station, on the other side of the bay. If you can speed through all the gates in time, you double the money you put down.

RAJIN' FIRES

Next, track down Betty and go after the Rajin' Cajuns.

With Doc safe and sound, fly around and intercept Betty. While you've been busy with Doc, she's chased down the Rajin' Cajuns' local nest. They've hoarded a bunch of illegal fuel, and it's guarded on the edge of Sea Haven. You'll put a serious dent in the Cajuns' confidence if you can blow up all their supplies. After what Thibodeaux did to you the night before, it seems the least you can do.

Blow up the fuel drums to finish the objective.

TIP

Save your 20 magnetic missiles for the Rajin' Cajuns' fuel drums.

During the fight ahead, attack the fighters with your primary weapons—quad-linked .30 caliber machine guns—and save your secondary weapons—the 20 magnetic missiles. Break off from Betty and start chipping away at the enemy. Don't worry about the fuel dumps right away. They're not going anywhere, and you want to thin the enemy ranks so they don't kill you due to sheer numbers.

Fly low and high to target all the fuel drums.

Swoop around the terrain in this area. You have to slide in low to take out some fuel drums, while others are located at the top of the mountains. If you can shadow the local terrain, the Cajuns shouldn't nail you with too much lead. When you've destroyed two-thirds or more of the enemy planes, start on the fuel drums.

Magnetic missiles scrap the last fuel drum.

Launch your magnetic missiles at the drums. Just line up a straight shot and fire a missile. Even if you have to jerk a little at the last second—due, say, to incoming fire—the magnetic missile locks on to the nearest target in that area and detonates. A quality shot can blow up all the fuel drums in that area.

Pick off the remaining fighters after the fuel drums are history.

Betty helps you figure out how many drums are left. Keep circling around the area searching for the red-and-yellow targets on the ground. Be careful not to fly into a ground obstacle or a fuel explosion while launching your missiles. After the last fuel drum goes up in smoke, return your attention to the last of the enemy pilots and make them wish they'd taken the day off.

Betty breaks off to repair her beat-up plane.

A little worse for wear, Betty veers off after the combat to get repairs. She makes it just fine; however, Thibodeaux's got a little payback of his own and steals her plane toward the end of the mission.

BIG JOHN

Big John hangs out atop the mountain near the AA guns.

Big John knows something you don't—the Hollywood Knights have planned a big invasion of Sea Haven. That's why he's camped up on the mountain manning the big AA (antiaircraft) guns. As is your nature, you arrive with perfect timing—they show up seconds after you, unloading a full squadron on the mountaintop.

Help John fend off the Hollywood Knights with the AA guns.

To survive, jump into the AA gun and help Big John blast the planes out of the sky. Unlike your Devastator guns, the AA packs a gigantic wallop—two hits shatter a plane—but hesitates between firings. With that in mind, make each shot count. Rather than "spray" an area as you might with the machine guns on a plane, line up a careful shot and then pull the trigger. You can't afford to miss too many times.

Having trouble with the AA guns? You can leave them at any time to jump back in the Devastator.

Your best chance lies with the guns. The firepower lets you destroy mass amounts of Hollywood hotshots. Should things get desperate and you can't manage the guns—or maybe the smoke clouds your vision—it's possible to leave and attack with the Devastator. It's really only worth doing this when there are just a few enemy planes left.

Blast as many planes as possible. There are a lot of them.

While manning the big guns, use Ⓐ to zoom in on the planes. The guns have a great range, even farther than your natural eyesight. The zoom helps you be more precise with your shots, so zoom in for a blast, then zoom back out to pick a new target.

The more damage the AA gun takes, the more smoke obscures your vision.

The zoom also helps you see through the smoke. The more damage the AA guns take, the more smoke develops from the burning debris around you. Enough damage and you may not be able to see, even if the gun can still fire. Most of the time, the zoom increases visibility.

Does everyone have reinforcements? Blast them too.

Of course, a second wave of Knights hits. It may be a close call as your armor drops to the minimum, but keep with it and smash planes out of the sky until there's no one left to hassle you. Big John thanks you and agrees to rejoin the Fortune Hunters as the Pandora captain. Now you have to earn some extra money to pay him.

HARBORED SECRETS

For extra cash, clean up the harbor with the Bulldog.

Swing out into the harbor for that extra cash. Out by the dock with the Bulldog plane that you can steal, another objective has you clean up the harbor for $1,000. For a little more firepower, land on the dock and switch from the Devastator to the Bulldog. The Bulldog accelerates great, but it's a little fragile and sluggish when it comes to turns. Primarily, though, you want it for its heavy weaponry—twin, one-inch cannons for its chief weapon, and the shotgun cannon for its backup weapon.

TIP

If you see a green plane symbol, it means that plane can be stolen. Sometimes swapping planes can be the key to success.

Your main priority is the illegal boats in harbor waters.

Search the waters for the red-and-yellow targets. If you descend on a boat at a 45-degree angle, the vessel will have trouble returning fire while two or three hits from you will sink it. Several boats later, and a few enemy planes to keep you on your toes, the harbor looks like a peaceful Hawaiian beach, and you collect your cool grand.

Don't let the enemy fighters take you down.

PANDORA'S BOX

Your last objective for the mission is to defend home base, the Pandora.

Return to the Pandora. Big John's been busy. He's loaded it with the special cargo he denied the Hollywood Knights up in the mountains. He asks you to run escort while the Pandora delivers the cargo to the island's other side. It's your zeppelin, so how can you refuse?

Shoot the fighters in the sky, but don't forget about the boats below.

The Hollywood Knights attack from above, so intercept quickly. You don't have Betty to back you up this time, so you must do all the fighting yourself. Bounce from target to target and keep turning and dropping to avoid counterstrikes. Fire at every target possible. Hopefully, you can nail a few and slow down the assault from the others. While fighting in tight, don't accidentally strafe the Pandora. It takes enough damage without your help.

Talk about a swarm. The Hollywood Knights are plentiful.

The Knights are full of tricks, though. They bring in a sea of support too, as a few boats fire at the Pandora from below. When John gives you a holler to man the Pandora's gun, either climb aboard the zeppelin or duck under her and clean up the boats with your plane's guns. The latter is better because you might waste valuable time switching into the Pandora's guns and back out to your plane.

An enemy zeppelin even joins the fray, but not for long.

That's not all. The Knights have brought a swarm of fighters; an enemy zeppelin even joins the attack. The zeppelin can fire a serious amount, so unload on it as soon as it comes in range. While you arc around it, take the opportunity to drive other Knights away from the Pandora with well-placed machine-gun fire.

Track down Eddie for information to hunt down Betty's stolen plane.

This is another close call. With more than a dozen planes in the second assault, the Pandora sustains heavy damage. Watch the zeppelin's armor bar, and fly tighter if the bar drops below the green range.

When the skies are quiet, rest easy for a bit. Don't worry about the Pandora—it repairs itself after this mission. Instead, zip back to the main area by the volcano and repair your plane at Doc's service station. When you're back at full, head across the bay and call upon Eddie for information about Betty's stolen plane. He says he can guide you to Thibodeaux, and since you have nothing better to do than challenge the head of the Rajin' Cajuns, it's a date.

Race To The Skies

If you need to earn some extra cash in the pocket, check out the race across the bay from Doc's service station (the blue X near the bar). You can wager up to half your wealth, and win that amount if you can beat the course time.

The race starts inside the main area and soars you out through the Cajun territory. Go straight through the first two gates and then dip to your right and hit the gates under the zeppelin wreckage. Eventually, you'll zoom up and out toward the sunken ships. Hit your boosters here to make up time. Loop back around until you reach the most difficult part of the course—where you weave through the zeppelin wreckage itself. Lay on the brakes here or you'll never make it. Fly over the hump inside the wreckage and race through the final gate to beat the time and take home the money.

Upgrade Tokens

A Ship Without A Captain: You can gain 10 tokens in this mission if you're observant. An obvious one lies inside the volcano, while more than half are scattered throughout the western islands.

MISSION 3: MAN OVERBOARD

Eddie leads you to the Cajuns, but it's not without a bit of pain. He needs a strong escort, and Eddie wants you down in the "trenches," right alongside him manning the AA guns when the enemy bogies buzz overhead. On the plus side, all the pain you suck up now is dealt back to Thibodeaux twofold by mission's end. You may want to start with the Bulldog over the Devastator, since this mission employs many slow-moving targets (boats, turrets, and so on) that you can punish with its cannons.

EDDIE'S SHIP

Protect Eddie's ship with whatever guns you've got.

You've probably just gotten comfortable with your Devastator controls. Too bad. Eddie needs you down on his boat's deck, manning the AA guns against the coming onslaught. Since he's the one who guided you to Thibodeaux, you might as well oblige.

You can land the Devastator to man the boat's AA guns.

Land on the deck and grab one of the AA guns. A quick glance at the radar tells you that the enemy's coming straight at you from cover of the island. Spot the red box targets and use the gun's zoom feature if you can't get a good look.

The Cajuns hit you in waves of three. They start out soaring in from the island side, then swing out oversea and sweep in from that angle. Get used to rotating back and forth without striking Eddie's boat with its own gunfire.

TIP

Wait for an enemy to enter its attack run before aiming the AA guns at it. Otherwise, you need to hit an evasive target twice, which is difficult.

Watch for a plane to hit its attack run. When the enemy plane starts sputtering machine-gun fire, it lines itself straight at the boat. Hit it with the two shots it takes to blast it from the sky.

Rajin' Cajun boats join the party.

Don't get too happy, though, if you blow up a couple of planes. The Cajuns launch some sea support too. Look right along the waterline; they're very tough to spot until they're clear of the islands and already shooting at you. Fire your AA guns at each boat pairing. To hit them, lead your shot a bit. If you fire straight on, the Cajun boats move so fast they'll most likely dodge the shot. Like with the planes, two successful AA hits shatter the vessel.

Destroy all the Cajun planes before they set Eddie's boat on fire.

Should Eddie's boat take a significant amount of damage, the deck catches on fire. Get your butt in gear and pound a few more Rajin' Cajuns from the clouds.

THIBODEAUX'S PLANE

You've finally caught up to Thibodeaux on the docks.

After a rocky boat ride, you finally catch up to Thibodeaux. He waits for you on the docks by the Dauphin seaplane (marked with a green plane symbol). Exit Eddie's boat into the skies again with your faithful Devastator.

Jump back in the Devastator and thin the skies around Eddie's boat.

The number of flying enemies remaining dictates your next action. If Eddie's boat's armor bar dips out of the green, you must engage the enemy with your Devastator and reduce the amount of potential damage heading Eddie's way.

If Eddie's boat is holding up, take a quick pass around and shoot a few Cajuns just to keep them honest. When there's a breather, fly to the docks and land to confront Thibodeaux.

TIP

To add a plane to the Pandora's inventory, you must steal and fly it during the mission.

Show Thibodeaux exactly how you feel—first, hand him a knuckle sandwich, then steal his Dauphin seaplane.

You don't have to say a thing. Nathan's hopping mad, and one punch sends Thibodeaux into the drink. Rather than recover Betty's plane, though, you steal Thibodeaux's darling Dauphin. Ditch the Devastator temporarily and climb in the seaplane.

Take to the skies again and eliminate the water gun towers so they don't harass Eddie's boat.

The Dassault S30 Dauphin may be slow, but it handles well and can take several shots to its body. Like the Bulldog, it's equipped with twin, one-inch cannons up front for its continuous assault. The true threat, however, comes from its secondary weapon. The triple magnetic missile works like the Devastator's projectile, just three times more effective.

Battle the Rajin' Cajuns' zeppelin and its support squad.

Now armed with the Dauphin, pick off a few more planes as you search the islands for water gun towers. These can deal a lot of damage to Eddie's boat, mostly because they're hard to spot and don't take any return fire. Destroy these towers before returning to the higher elevation and planning your next round of attacks.

If there are any stragglers after the zeppelin bursts, hunt them down.

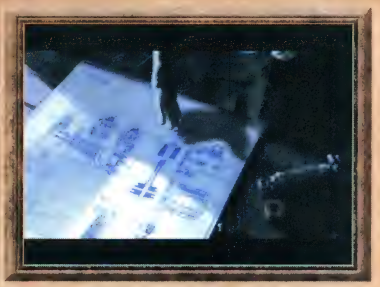
Unfortunately, you're still not done. The Rajin' Cajuns' zeppelin decides to add its might to the fight. It brings along a personal bodyguard force, too, so it's almost back to square one. Hopefully, Eddie's boat can lend some support as you tackle the big flyer. Save your Dauphin's triple threat to hit the zeppelin. Half a dozen shots from your secondary weapon cripple the blimp; a few more send it down in flames.

There are still a few damaged planes in the area. Whether they're glowing from fire damage or trailing a thick string of smoke, the final Cajun planes are easy to track down. Make shrapnel of them so you can answer an urgent call from Doc Fassenbeinder.

DOC'S BASE

Rendezvous with Doc at his base.

Doc summons you to his base. It's a dark and stormy night, and you'll witness an even more ominous "dark and stormy" night soon enough. The Pandora cruises into a safe position above as you knock on Doc's door expecting the worst.



He hands you the secret plans to a weather-changing machine for safekeeping.

A few seconds later, Doc answers. His place is in shambles. Someone has been after his secrets. Doc explains that he's working on a top-secret project: a Wind Turbine. It's a machine that can affect the weather. Doc imagines a world where he could create a thunderstorm above a city suffering from a deadly drought. Of course, his enemies, like Dr. Nicholas Von Essen, would take the machine for themselves and produce hurricanes where there should be rainbows. Because he can't get enough titanium for the project from the mines in Arixo—and because things are starting to heat up a bit too much for his liking—Doc abandons the Wind Turbine for the time being.

Not trusting his lab any longer, Doc entrusts the Wind Turbine plans to you. Who better to hide the plans from thieves than a thief?

Upgrade Tokens

Man Overboard: Just two tokens on this mission. Both reside south of the border, but the eastern one lies in the ruins of a zep and the western one inside a rusted ship's hull.

MISSION 4: SEND 'EM PACKING

They say Hollywood is full of stars. Well, you can't take the Knights to that part of California, but you can make sure they *see* stars. No more fooling around—go for the throat as you attack the Hollywood Knights' base. It's not an easy task—the base scrambles dozens of fighters and comes fortified with four turret guns on water towers. The toughest part, however, is finding a way *inside* the base, where a whole new set of enemies awaits your precision flying. With you fighting mostly planes—and no repair station in sight—you may want to jump into the more durable Dauphin.

If you find yourself getting damaged, there is a stealable Dauphin in the mission. Fly into the atoll in the center of the map and line yourself up with the AA gun. Fly over the AA gun and the island it's attached to and you'll see a small Cajun base in the distance. There is a stealable Dauphin there.

OUTSIDE TURBULENCE

You've arrived at the Hollywood Knights' stronghold.

Before you fly hog-wild into the heart of the enemy, survey your situation. This set of small islands off Sea Haven offers some hilly terrain, so it's easy to duck around high rock pinnacles to disappear off someone's radar. You can also circle around the island fairly quickly and come at your enemies from a whole new direction. As always, on a mission where you don't have a time limit (like this one), it's best to recon what you're up against before you have to make split-second, life-and-death decisions in combat. Recon here pays off as you spot a Dauphin you can steal in the small Cajun base to the right of the start point.

When you're ready to attack, don't fly down the channel in front of you at the mission's start. The Knights' main hideaway lies straight ahead, and it's guarded by four gun turrets. Lure the Knights out so you can pick them off one by one. There is no service station nearby, so you can't repair on this mission.

The Hollywood air patrol can hurt you quickly. Watch how much damage you take since there isn't a service station nearby.

Like in any big dogfight, watch that several enemies don't sneak up and unload on you at the same time. You can go up in flames if you're not careful. Isolate bad guys and drive them from the skies one by one. If you can coordinate with Betty, so much the better.

Don't let the fighter drive you toward the main gate—four gun towers will rip you to pieces if you aren't careful.

The trick to this mission is utilizing all your resources to deal with the much-larger threat. The Devastator or the Dauphin, of course, are your best weapons. Still, your plane can't take out the whole Hollywood squadron by itself, unless you're really good.

Land at the AA guns to aid your assault on the defending planes.

Your first side trip is to the AA guns by the bay docks. Most of the Hollywood Knights fly out of the channel to your right. That's where the main gates are located, and the planes have a tendency to circle around there.

Their reliance on this base is to your advantage. When the Knights soar out of the channel, they have a tighter air space to cross. You can line up your AA guns to shoot them like targets at the county fair. Eventually, they veer off or hang back to the far side of the mountains, but you've done your job and thinned the ranks.

Eject from the AA guns before things get too hot to handle.

Of course, the Knights might also swarm you. It's best to arrive at the dock AA guns *without* bogies on your tail. If you have followers, you'll likely draw the enemy into the bay before you have a chance to set up. With the Knights getting free shots on the AA guns, the artillery won't survive long. It's better to fly in quietly under the radar and prepare.

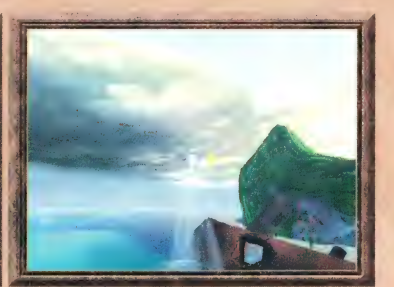
Land on Eddie's boat if you want to shred the defenses with a rapid-fire AA gun.

After you've had your fill of the dock AA guns, try Eddie's boat. You can guide the ship by pushing up on the D-pad to accelerate or by pushing the D-pad down to slow. He has two weapons for you: his own set of AA guns and a new remote-controlled rocket launcher.

TIP

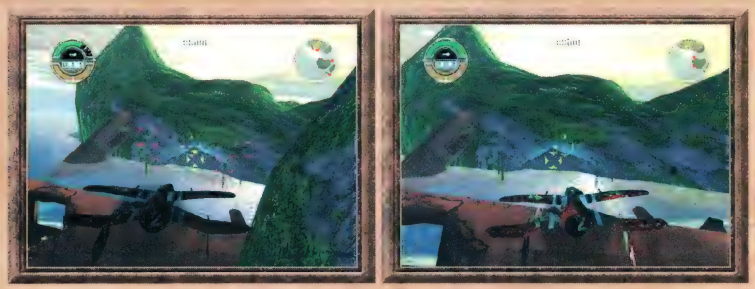
Try out all the secondary weapons, like the remote-controlled rocket launcher, so you can identify the best weapons for each particular mission.

Utilize these AA guns like you did the dock versions. Fire at the enemy aces as they zip around the ship. Line up a shot at long range with the zoom function. It takes the planes a few seconds to adjust to the barrage and head toward you, by which time you've delivered them to a watery grave. Should you spot Betty in trouble with a couple of bad guys on her tail, the AA guns can put her right back on the offensive.



You can try Eddie's new toy—a remote-controlled rocket launcher.

The remote-controlled rockets are a blast—literally. Once a rocket is fired, you guide it with your joystick movements. You can follow a moving target, and even arc around corners. Keep in mind, though, that the rockets move extremely fast, so you can't make swift course adjustments.



When the fighters thin down to one or two, attack the main gate. Blast all four gun towers first.

When you get in range, the boat's remote-controlled rockets can easily destroy the main gate's gun towers. From the safety of a rock shelter, you can fire a rocket and sweep it in at the towers. Detonate the towers one by one with the rockets, or jump back into your Devastator and destroy them with your magnetic missiles—so long as the enemy fighters are reduced to just a few stragglers.

Each time you destroy a Hollywood Knight's fighter, another reinforcement leaves the base to assist.

After you kill the last aircraft, you still can't get into the Hollywood secret base. What's the trick? Betty clues you in. When you defeat an enemy, the main stronghold gates open, and a new reinforcement arrives to combat you. You must fly in the main gate at the same time as the new recruit flies out.

Leave Betty to handle the one fighter. You have six times as many waiting for you in the cave.

CLAUSTROPHOBIC CONTROL

As a new reinforcement flies out, you fly into the base through the open doors.

Slip through the Hollywood Knights' steel doors and into a water cave with very little room to maneuver. Several planes, in fact, might be heading out as you head in, so don't collide here. One propeller-on-propeller accident inside this small cave and both pilots will wind up dead.

CAUTION

Watch those enemy planes entering the Hollywood Knights' home base. Between the water and the cave walls, you only have a few feet to maneuver, and those planes may fly straight at you on a suicide course.

There are two main sections of the base: the flamethrower-guarded buildings in the back of the cave and the nearly deserted warehouse buildings to the left.

There's no room to turn around in this small tunnel, so go straight and dodge the walls until you enter a larger cavern. The Knights' secret base has two key sections: the main area to the back of the cave and the warehouse docks to your immediate left. If you fly out into the middle of the cavern, all the weaponry opens up on the Devastator, and you'll be toast.

If you find yourself getting damaged, there is a stealable Dauphin in the mission. Fly into the atoll in the center of the map and line yourself up with the AA gun. Fly over the AA gun and the island it's attached to and you'll see a small Cajun base in the distance. There is a stealable Dauphin there.

Take out the lone boat first, then the gun tower stationed on the pier.

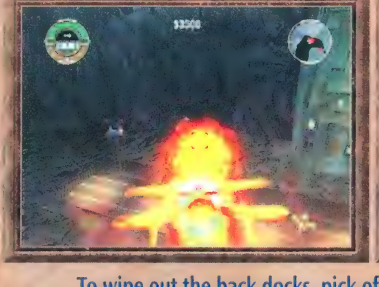
Keep it together and follow this game plan. First, make a tight circle in the cavern's front part. There's a tall rock pinnacle near the front. You can swing around this and repeatedly attack the warehouse district without much fear of retaliation from the deeper part of the base. The rock ledges protect you, so you're only exposed for a second or two.

Next, destroy the fuel dumps, which sets up a chain reaction blowing the dock hangar to smithereens.

As you enter your controlled circle, first eliminate the boat sitting out by the pinnacle rock. It's waiting to get a surprise attack off, but since you know it's there, it shouldn't put up much resistance. The only other worry in this area comes from the gun tower stationed on the pier's end. After you blow that up, you don't have to dodge much fire and you can have your way with the fuel dump on the docks.

Low on armor? Snatch the healing crate off the top roof.

You may have taken some damage up to this point. A healing crate rests on the dock near the hangar. Carefully fly in and nip the crate with your wing or underbelly to gain the enhanced armor. Brake the whole time if you can—you don't want to undo the aid by crashing into the cavern wall.



To wipe out the back docks, pick off the flamethrower first, then the second pier turret.

Now turn your attention to the back docks and the main headquarters of the Hollywood Knights. A second gun turret fires from the dock's end, and a vicious flamethrower guards the front section of the HQ. Don't fly straight into this mess unless you have a suicide wish.

A magnetic missile blasts the final base building.

Hopefully, you have four or more magnetic missiles left. On approach, launch two missiles in a row at the flamethrower, then bank out of range and swing around to the cave's front. The flamethrower should be down, which buys you some space to use the rocks as cover and get near enough to remove the gun turret with two more magnetic missiles.

TIP

Your main priority in the Hollywood Knights' underground base is not to slam into the walls.

Now the base is truly defenseless. Take several attack runs and rip the fuel dumps apart with gunfire. Be patient here. Fire off a couple of bursts, then bank away and swing around for a new run. There's no time limit and no enemy guns to worry about now. Deal your damage without risk of slamming into a wall or building. Make that mistake and you have to start all over again.

Clean up the Hollywood Knights' zeppelin and last squadron.

When the only thing left in the base's secret cave is the sounds of your propellers, retreat back to the open air. Again, retrace your flight path back through the narrow tunnel to exit out the steel cliff doors. If you're lucky, no one is waiting for you immediately outside, and you can fly high and shake off those claustrophobic feelings.

The Knights call in their big gun for the final confrontation: a big, blue zeppelin. Despite all the hype, the Knights' zeppelin is nothing more than a big, blue target. It has some firepower—and a collection of bodyguard flyers—but not much. Veer straight for the zeppelin and home in on its guns first. Destroy those, then swing around three or four times to blow the airbag into next week.

Return your attention to the last remaining fighters. With no reinforcements this time, they aren't so brave. Chase them around the island and clip their wings one by one.

Say goodbye to the Hollywood Knights. You've crippled their operation and taught them to think twice before attacking the Pandora. Alas, they have cost you one thing—time. Doc needs your help again. He's being attacked at his lab, but you may not have enough time to rescue him.

Upgrade Tokens

Send 'Em Packing: Three tokens this time. The northern one rests inside the sunken ship's smokestack; the southern one hides out in the zeppelin carcass. The middle dot indicates an upgrade token in the sea cave exit, which you can retrieve after you've taken down the Hollywood Knights base.

MISSION 5: A DARK NIGHT

"Stormchasers" are weather hunters who get an adrenalin rush from tracking dangerous twisters and hurricanes. You'd have to be insane, though, to want to be anywhere near the storm system over Doc's lab on this dark night.

Flying straight from your battle against the Hollywood Knights, you immediately know Doc's in trouble—there's a mysterious zeppelin hovering in the area, and its fighters don't look like friendly crop dusters. Add in the equally unfriendly weaponry and impenetrable armor, and you have the makings for a war party.

UNBEATABLE ARMOR

The mysterious bad guys near Doc's base dish out punishment. Just make sure yours is permanent.

As the "boss" for Sea Haven, this mysterious zeppelin (and its winged escort) causes you fits—at least, early on. You may have to play this one several times to prevent the worst-case scenario; just learn from your mistakes and compensate on the next run-through.

The enemy zeppelin has been crafted from an impenetrable metal. Your bullets just bounce off.

The enemy zep is made of an impenetrable metal. Try as you might, your bullets bounce off, and rockets go thud. There's no damaging the thing through conventional means. Therefore, you must think outside the box.

For extra support, try the AA guns on the beach.

You don't have much time to think, however. The zeppelin's flying bodyguard force is all over you. You have several options to stay alive during this long fight.

First, you can grab some extra support from the AA guns on the beach. A little extra firepower never hurts. Unlike in your other missions, you must strike targets in the night sky. This isn't the easiest task, so climb into your plane if you don't cut down as many enemies as you're used to.

Air collisions send you into an uncontrollable tailspin.

Second, the service station lies less than five seconds away. At any point, if you think your armor is compromised, or if your secondary weapons click to empty, drop by the repair shop. The extra few seconds could be the difference between victory and a one-way ticket to the beach below.

You have time to stop for repairs during the fight with the zep.

Third, there's an airfield on the beach, so you can switch between your standard Devastator and the Dauphin seaplane. For the battle against the zeppelin's fighters, stick with your Devastator. It has better maneuverability than the Dauphin, which is what counts when you're making tight turns or trying to stay on an elusive enemy's tail. When you've cleared the sky of most of the fighters—you can leave a few for Betty and the Pandora—buzz down to the Dauphin for the final showdown against the zeppelin.

Switch to the Dauphin for its stronger secondary weapon.

Armed with the Dauphin's triple missiles, head up against the enemy zep. Don't give it too much time to decimate the Pandora. Against other zeppelins, you can creep up from the rear and fire without worry of too much retaliation from their guns. Not the same here with this zeppelin's super-armor.

There's only one way to beat the zeppelin: line up shots at its exposed power core.

Instead, study the side of the zeppelin. Notice the large hole with the glowing electricity inside. That's its power core, its only vulnerable place. Unfortunately, there are four parts to it. You must blow up all four of these power cores, while avoiding the zep and fighter attacks, to drop the giant from the air.

Do as much damage as possible before strategically retreating with the Dauphin.

Still, you must take some hits to eliminate the zeppelin. Swing out and make an attack run at the zep's large circular opening. Strike with your primary weapons directly into the energy coil inside to inflict maximum damage. The Dauphin's three magnetic missiles hit hard on this type of attack, so if you haven't already done so, trade in your Devastator for the Dauphin until you've used up all its secondary weaponry.

Rejoin the fight with the Devastator and finish off the enemy zeppelin.

You probably can't drop the zeppelin with just the Dauphin. Deal your damage and suck up the zeppelin's counterstrikes, then fly the Dauphin back to switch to a healthier Devastator, or slide into the service station to get some repairs. You can also start with a Dauphin from the Pandora, and then swap for the undamaged one on the airstrip after you take a few to the chin. With patience, your second or third attack run should destroy the zeppelin. However, destroying it might not be the best plan.

THE SPIDER ROBOT

From the wreckage rises a killer spider robot.

Normally, the fiery wreckage from the bad guy's chief weapon is a good thing—not when it mutates into a giant spider robot that's even more menacing that its predecessor. Worse still, you're put on a clock as soon as the spider robot crawls from the wreckage. It steadily marches toward Doc's lab, and you lose if you don't stop it from destroying the base.

Close on the spider robot and shoot its armor to expose the vulnerable power crystal in its head.

Don't waste any time. Close on the robot as soon as it's active, and fire a few rounds at its "head." The spider shrugs off damage as long as its shielding is up and operational. A few rounds, though, should knock a bolt or two loose and drop the shielding.

Your time is limited to stop the spider robot. It steadily marches toward Doc's base, like it or not.

Another electric core, similar to the zeppelin's, glows inside the head area. It's the same plan as before—nuke the glowing core to deal damage to the spider robot. Unfortunately, the spider robot moves fairly quickly—unlike the mostly stationary zeppelin you beat earlier—so it's a difficult shot. You must repeatedly circle to line up the correct angle and deal decent damage.

If you don't stop the spider, it will destroy Doc's base.

Watch that the spider robot doesn't get too close to Doc's base. It climbs up two mountains—another reason it's hard to hit—and descends on the base after the second mountain. If you haven't landed a few massive blows before that point, Doc's lab will look like a hurricane hit it.

LAST WILL AND TESTAMENT

You manage to thwart the spider robot, only to discover Doc dead anyway.

Eventually, you squish the robot spider with some well-timed missiles and bullet shells. Alas, it's a costly victory. You have won the battle against a mysterious new foe—at the cost of Doc's life. By the time you reach his lab, you're too late to save him.

The mysterious villain left a spider pin behind. What could it mean?

Whoever wanted the secret plans in Doc's lab now wants you—since you've safely stored the plans on the Pandora. The scoundrel also left a clue—a red-and-black pin with a spider insignia on it. If you didn't have a hatred of spiders before, you sure do now.

Upgrade Tokens

A Dark Night: There are no tokens hidden on this mission. You only earn tokens for defeating the boss.

MISSION 6: A MINE IN THE DESERT

For a desert region, Arixo is pretty hoppin'. When you arrive at the main settlement, the place gets attacked by a band of robbers, Dos Muertos, looking to destroy the town's fuel supply. While you sort out the whole mess, you find yourself on both sides of the law—helping out the sheriff, then going behind his back to smuggle some items in trade for valuable information. No offense to local law enforcement—you just want to find out where the titanium mine resides and track down Doc's killer. Out in Arixo, the Devastator is probably the best plane because the heavy tracking capabilities of the magnetic missile make it easier to hit the very small Mini-gyros that plague you in the desert skies.

DOS MUERTOS

Stop the Dos Muertos bandits from destroying the local fuel supply.

Arixo is not filled with ghost towns. The settlement you fly into mines coal and defends its perimeter with a bunch of AA guns. At any point in the mission, you can zip down to one of these AA guns and barrage the enemy. Two guns flank the main coal facility, with a few scattered at ranches on the outskirts. The AA guns are particularly effective if you know from which direction the enemy will strike (and you will if you have to play through the mission a dozen times).

Two AA guns in town help fight Dos Muertos.

You begin the mission flying into the coal mine airspace and being questioned by the local police. You explain to them that you're looking for a titanium mine—the only lead you have tied to Doc's death—and that your business is peaceful. Almost immediately after, the Dos Muertos bandits attack. They aim to blow up the miners' fuel supply and take advantage of the situation. This isn't a token force, either. More than a dozen planes zoom in to deal with the coal mine.

When the guns get too hot, bail for your plane.

Of course, the bandits didn't count on you flying in at this moment. Neither the AA guns nor the sheriff's planes would have stopped the bad guys, but your Devastator can certainly live up to its name. Rely mostly on your plane in this battle. Once you learn the Dos Muertos attack patterns, the AA guns are a viable option. Don't stay in either location too long—the guns can quickly go up if the Dos Muertos land four hits in a row.

Learn the Dos Muertos flying patterns so you can head them off at the pass.

Four separate squads attack the coal miners. If you watch them long enough, you'll notice patterns. The planes like to run a repeating attack pattern that takes advantage of cover and lines up the fuel tanks for bursts of fire. The first group flies in low and attacks the fuel canisters out by the canyon ledge, then loops around and cuts behind the rising mesa and returns for another run. The last group, however, flies in from the same direction you entered town. The four enemy planes bank left, then wrap around the facilities and strike at the farthest fuel supplies. After the attack run, they loop around the back of the miner buildings, hugging the back canyon wall and turning around outside the town. This makes it very difficult to hit them unless you tailgate them.

The best tactic to take multiple enemies out at the same time is to follow them. Sweep in behind the Dos Muertos on their attack runs, slow down so you maintain a close distance behind, and shoot in front of where they're heading. Because of the planes' attack speeds, they fly right into your flurry of bullets and are torn to pieces. Advance on the next enemy in line.

At the end of the fight, check in at the local service station for a tune-up.

With the help of Betty and the computer-controlled AA guns, you should knock the Dos Muertos from the sky. Seeing that you're skilled in battle, the sheriff offers you a job, allowing you to earn some cash and get in his good graces. Sounds like a plan.

SHERIFF'S ERRANDS

The sheriff's station hands out tasks for money and a little respect.

Red, the leader of the local gang, has been harassing the sheriff and the good townspeople. To accept the sheriff's job offer, fly to the top of the plateau and look for the sheriff's station on the far end (the one with the blue "X" flashing). Your first task, saving his deputy from Red's Mini-gyros, is the only one you *must* successfully complete to move the storyline along. The other two tasks earn you extra cash that helps with the upgrades and repairs you need for the remainder of the journey.

Save the sheriff's deputy from marauding Mini-gyros.

Follow the yellow arrows to the deputy. He can't escape three Mini-gyros that toy with him. Within minutes, they'll clip the deputy's wings, so it's up to you to save him.

Slow down on approach and line up one of the Mini-gyros. They zig and zag so well that it's difficult to nail them, but only two or three hits take them out. If you can sneak in and line up one of the gyros before it has a chance to dance, that's one less you have to worry about. The remaining two chase after the fleeing deputy, then are joined by a few more. Stay with the deputy—absorbing fire meant for him if you have to, so he lasts longer—and take the opportunity to fire at the zipping Mini-gyros. Your magnetic missiles work wonders too—one missile on a damaged gyro dismisses it, two if it's at full strength.

A train will be turned into twisted metal unless you step in.

When you save the deputy, he tells you about his cousin Carl in the canyon who runs a smuggling business. As soon as you finish all the sheriff's missions, plan on visiting Carl to follow up on the info you need.

TIP

You don't have to play through all the sheriff's tasks if you don't want to. After the first one (rescuing his deputy), you can skip straight to the canyon and talk to Carl.

Wipe the sky clean, and the train can cruise to its destination.

The sheriff's second mission involves escorting a train to safety. The train that circles around the mining town has come under attack from Red's gang. Run escort by circling the train and driving the enemy planes back. Destroy as many as you can. However, your main priority is to shoot the planes as they initiate attack runs—that way, you can divert them from shooting lots of ammo at the train. When you get a free moment, *then* you can search out a damaged plane and drop it from the sky. Also, the train snakes around on the track, so constantly check to ensure that you haven't wandered too far from your charge.

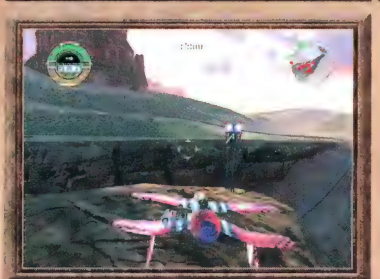
A token hides in the top tower of the mining buildings.

Once you've escorted the train to its destination, return to the sheriff's station. On the way, swing by the tallest building in town. At the very top, a token spins in the small alcove. Collect it. You need to accumulate these tokens to upgrade your planes.

TIP

Each mission has a few hidden tokens. Search for these among buildings, terrain features, and crates.

Next, the sheriff presents you with the toughest mission of the bunch—head into the heart of Dos Muertos' enemy camp. You must fight a dozen or more enemy planes, plus gun towers, and you must do it alone.



Engage the main enemy base by attacking its facilities and gun towers.

Come in fast and drop into the canyon for maximum surprise. Aim for the gun towers first. They fire off a lot of shots and track your movement well in the limited space between the canyon walls. There are some towers on the canyon floor, and some up on the plateaus. Don't ignore the enemy fighters, but concentrate on those towers until they're scrap.

Don't let a near collision distract you from your game plan.

Watch for near collisions in the canyon. There are a lot of planes vying for the same airspace, so there are bound to be some close calls. Check your radar and blaze your guns at any enemy flying straight for you—this should keep the area ahead of you as empty as possible. Other than that, do what you do best and destroy all the enemy fighters before visiting the service station for a fresh plane.

You can also pick up the Coyote for the Pandora in the Dos Muertos battle. Inside the base, destroy all the turrets around the grounded Coyote. This unlocks it like any other useable plane, so you can hop on down and ride it back to your nest for safekeeping.

If the sheriff's missions don't give you enough cash flow, try the local race. You can trigger it at the canyon just below the sheriff's plateau. Coast through the first two gates in the canyon, then hit your thrusters across the open plans to the next set of canyon gates. There are a lot of twists and turns and ups and downs in this next canyon, but stay with it. Eventually, you'll exit and fly back toward the city, where you'll zip between buildings and up the hill for the final gate and the cash prize.

GOING SMUGGLING

The deputy's cousin Carl sends you to steal a Mini-gyro. Only then will he tell you how to find the titanium mine.

It probably felt weird doing all that law work, being an "outlaw" yourself and all. Now you should feel more at home since the deputy's cousin Carl runs a smuggling operation. You can find Carl hidden on the canyon floor. Fly down by the main mining buildings and hang a left. Follow the leftmost wall until you see a building, airstrip, and hangar. That's Carl's hideaway.

Blast the towers before blasting the patrolling fighters.

Carl says he has info about the titanium mine but needs a few favors done first. He wants you to steal a Mini-gyro for his operation. You have no problem ripping off a Mini-gyro from the vicious bandits in the area, so climb out of the canyon and fly to the isolated mesa where the base is located.

Land on the enemy runway to confiscate the Mini-gyro.

Attack the gun turrets around the base first. Once the four of them have stopped firing, switch gears and shoot down the Mini-gyros. Don't worry about blowing them all up. The Mini-gyro you want is parked on a runway near the base. When the enemy has fallen, cruise in and steal this Mini-gyro. Not only have you grabbed it for Carl, but you've added it to the Pandora's inventory as well, to use on a future mission if you like.

Fly the Mini-gyro to a secret hangar and retrieve Carl's package.

Carl has a follow-up assignment for you, one that involves breaking the law. You must do it, though, to gain the information that may lead you to Doc's killer. The assignment? Fly into town and steal an arms package from a warehouse. As long as you keep low and in the canyon, the police planes will not spot you.

Drop the package off in Carl's hangar.

If only the canyon stretched all the way to the warehouse. It doesn't, so you have to surface, which alerts the authorities. Zip to the warehouse quickly and fly into the open bay doors to grab the package *before* the police lock onto you. Remember, the Mini-gyro can't withstand much damage, so you can't afford to have the law blasting at you while you search for the package. Get in and out quickly. You can lose the authorities in the canyon without any bloodshed. Duck and head for the tighter canyon spaces; the police planes lose sight of you in seconds.

Intercept the enemy train and destroy its engine to stop it dead in its tracks.

The last mission for Carl pits you against an enemy train. Besides the squadron guarding it from the air, the train itself comes equipped with gun turrets that have a lot of firepower.

Take out the train first, aiming your attack run at the train's rear. Shoot each gun in order, then unload on the engine. Once that's destroyed, the train grinds to a halt, and you don't have to worry about it escaping.

Finish off the defending enemies and retrieve the cargo for Carl.

Battle the planes in the sky, and once the last one falls, you can retrieve the cargo. Fly in with brakes on and carefully touch the package. When you get the all-clear sign, return the package to Carl's hangar. He tells you that a friend of his, Roy, runs a zeppelin supply route. Roy can lead you to the person who knows where the titanium mine can be found.

Return the cargo to Carl, and he hooks you up with Roy's zeppelin.

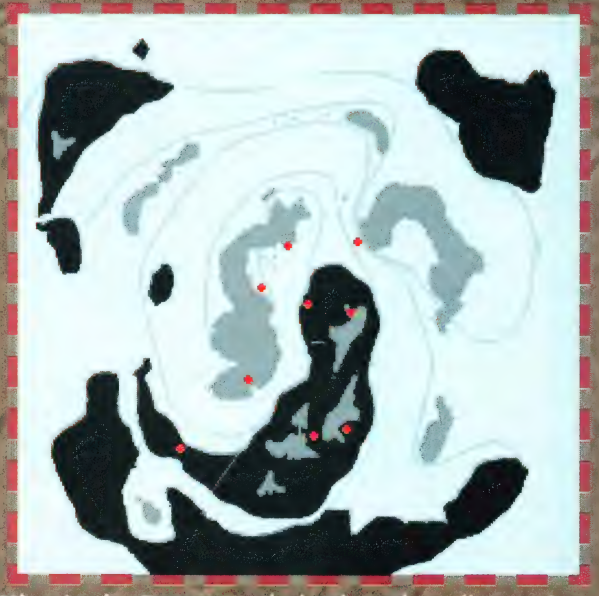
If you haven't already done so, switch from the Mini-gyro back to the Devastator. There's some heavy-duty fighting ahead, and you don't want a stray shot downing the gyro. Escort Roy a small distance, and he's attacked by ground vehicles. Launch two missiles at each, then do the same for the vehicles on the bridge just ahead.

Defend Roy's zeppelin from the enemy trucks in the canyon and on the bridge.

Red and his gang don't take kindly to having their plans screwed up by you. They send a ton of fighters to intercept you and Roy, so prepare for a massive battle. Apply standard tactics, bouncing from plane to plane, never staying on one long enough for another to draw a bead on you. Circle around Roy to give him protection, and finish off any damaged planes with a well-placed magnetic missile. Eventually, Red and his gang fall, and it's clear sailing—at least till the next mission.

Red and his gang send everything to stop you.

Upgrade Tokens



A Mine in the Desert: Look closely and you'll spot nine special areas on this map. The darker terrain constitutes the deeper canyons; the lighter parts signify the higher mesas.

MISSION 7: A DESERT MIRAGE

Your introduction to Maria is anything but romantic. First, you mistake her for a man. Then you inadvertently insult her competence. Before you can even set things right, El Muerte, leader of the Dos Muertos bandits, comes calling. With vengeance on his mind, he drops a bomb on you. You and Maria escape in her plane, but not before you suck her into your troubles.

MARIA

Escort Roy's zeppelin, and he shows you to Maria.

The ride is smooth for a while. Nothing upsets the journey until you get close to your destination. Suddenly, out of the clear blue sky, two Dos Muertos scouts show up. Roy warns you to take them down before they can alert the others. The two zoom at the zeppelin, then as soon as they spot you, they take off in different directions. If you can destroy both, you'll have a better time—that's one less enemy squadron in the upcoming battle. Don't hesitate to fire a few magnetic missiles to knock the scouts out of the sky.

Two enemy scouts go for help. Shoot them before they bring extra reinforcements.

Whether you destroy the scouts or not, you must hurry back to Roy's zeppelin to protect the old timer. Two ground vehicles show up almost directly beneath the zeppelin, and their heavy, mounted AA guns deliver a punch. If you leave them pounding on Roy too long, his zep will quickly drop to an orange warning status. Two magnetic missiles apiece should do the trick.

Wreck the enemy planes before they can blow holes in Roy's zeppelin.

The rest of the planes show up just after the trucks attack. Fly straight into the first wedge to drive them away from Roy's zeppelin. Fire when you have the opportunity, but stay close to the zeppelin. These Dos Muertos pilots like to retreat high into the air, so don't be surprised by enemies who are on the radar but not in sight. They're usually above you.

After you dispatch the enemy, Roy thanks you and shows you the location of Maria's service station. You've been passed off to another on the trail of the titanium mine.

EL MUERTE

Maria joins you when her station goes bye-bye.

By this point, El Muerte is not happy at all. He decides to drop a bomb on your head while you're chatting with Maria. Together, you escape in Maria's biplane, the Dust Devil. However, Maria's not too happy with you either after you get her hangar blown to bits.

The Sanderson BP1 Dust Devil blurs through the sky, especially when you kick in its boosters. Not many planes can chase it down when it wants to go. The primary weapons—quad-linked, .30-caliber machine guns—pack a nice wallop. The secondary weapon, the Gatling gun, can hit a target with continuous fire. If you can hold steady on targets like bases and zeppelins, this is one of the strongest weapons in the game.

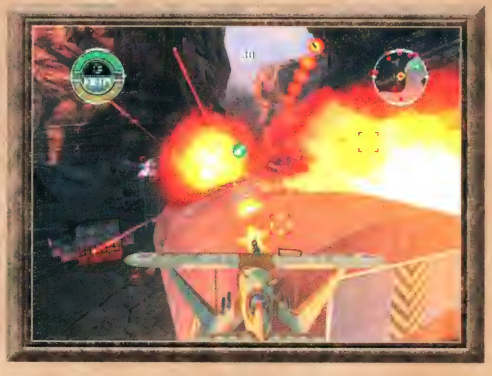
With all that firepower, you'd think the rest of the plane would have weaknesses, but not really. Its speed more than makes up for an average durability, and its nimble maneuverability can get it out of tight jams when battling a tangle of enemy fighters.

Wipe out the three bandito bases in the canyon.

You rush after El Muerte in Maria's plane, only to stumble upon the Dos Muertos secret lair. Amid the sprawling canyon, three bases lie hidden. You must find each and obliterate it so there's not a trace left. A gun turret guards each base, and more than a dozen fighters swarm the canyon walls.

Be careful when you chase fighters above the canyon—enemy zeppelins lie in wait.

Follow the yellow arrow prompts if you spot one of the three enemy bases. They're hard to locate, so veer off from whatever fighter you're chasing and zero in on the base. There's plenty of time later to chase down the remaining bad guys.



Blow up the last of the bandito bases.

When you're in range, use the Gatling gun on the unsuspecting base. If the gun turret is active and can hit you from your current position, throw a little gunfire in its direction to silence it for good. Wait till you've pumped enough rounds into the base to make it explode before veering off to engage any enemies in the area.

An abandoned AA gun truck waits in the middle of the battlefield.

Out in the middle of the canyon, a truck with a mounted AA gun lies abandoned. You can use this as a resource if you like. Fly down and park next to the truck, then shoot off some heavy artillery rounds against nearby planes. It works really well against enemy zeppelins. You may not have to worry about enemy zeppelins, but if you fly too high out of the canyon, you'll activate at least one. From that point on, you must deal with fire from above too. These AA guns can remove that threat. You can also drive the gun truck around all three Dos Muertos bases. Push up on the D-pad to accelerate and down to decelerate.

Hunt down the remaining Dos Muertos planes.

When you've dealt with most of the planes in the canyon, El Muerte himself joins the battle. He's a sly one, though. Before tackling you one on one, he drops by what's left of Maria's service station and steals *your* plane. Armed with your Devastator, he hopes that this bit of trickery will give him the edge in battle.

El Muerte steals your Devastator, and you're forced to fight against your own plane.

It doesn't matter to you. Sure, it hurts to see your plane go up in smoke, but as long as El Muerte's in it instead of you, it's not a complete loss. There are always more Devastators to fly.

It's a difficult fight. El Muerte's a crafty fellow, never flying straight, always performing special moves so you can't get a lock on him. Plus, you've never faced a Devastator before. Stick with him as best you can and strafe whenever possible. Given time and patience, you can beat him—he's just not as good a pilot in the Devastator as you.

Maria joins the Fortune Hunters aboard the Pandora.

Congratulations, you've successfully ended the menace of Dos Muertos. Maria offers her services in finding the titanium mine under one condition—you allow her to join the Fortune Hunters. Before you have a chance to argue, she flags the Pandora down and greets the rest of the crew. It's going to be an interesting adventure from here on out.

Upgrade Tokens

A Desert Mirage: If you're counting on upgrading after this mission—don't. Only a single token floats in the middle of the canyons, and later in the mission when you can get to it, the bad guys come out in force.

MISSION 8: A GIFT FOR THE NAVAJO

Back near the original Arixo mining town, the survivors of the Dos Muertos gang are hijacking a train with a very valuable Navajo artifact on board. They'll murder everyone on the train to get it. If you can beat all manner of weaponry and roadblocks, you can secure the Navajo artifact to use it later as a down payment on saving your skin. Take the Dust Devil if you can, especially if you've upgraded it. With all the enemy planes you fight on this mission, the Dust Devil's twin gatling cannons can pay serious dividends in aerial combat.

NONE SHALL PASS

This mission takes you back to the original mining town.

Your first mission with Maria brings you back to the original Arixo mining town. The Dos Muertos are back at it, harassing the local businessmen. This time they want a Navajo artifact that's being transported by train. When you arrive, they have the train surrounded and stuck at a roadblock.

Maria rides wingman on your first mission together to save the Navajo artifact.

On your attack run, you tell Maria to head high and tackle the fighters. Your job is the ground forces. Ready the rockets and aim for the nearest rocket truck. You should be able to take out the first one before raising the alarm. Since they're stationary, the second two shouldn't be much trouble either.

You ask Maria to attack high while you dive down and deal with the ground forces.

If you make quick work of the ground vehicles, go high for a few moments and help out Maria. Not that she needs it, but every plane you destroy now makes the long ride easier. Don't let the train take too much damage, though. It's a sitting duck; you have to get it moving by destroying the roadblock ahead.

A blockade prevents the train from traveling. Jump onboard and use the train's AA guns to blast a hole through the roadblock.

Land on the train and swing its AA guns at the tunnel in front of it. The blockade disintegrates after two or three bursts. The train is moving again, so switch out of the AA guns and back into your plane.

PAYMENT ON DELIVERY

Bounce between the gun turrets and the overhead fighters to clear a path for the train.

First, there are a few gun turrets along the cliff face. Hit these quickly with your magnetic missiles if you still have some left. Don't let the train ride completely by these, or it'll take serious damage. If you act quickly, the train will stay in the green and save enough armor to handle most of the rest of the trip.

The Mini-gyro is available if you know where to look.

Remember your first mission in Arixo? Carl had you steal a Mini-gyro, and that runway still holds a copter. If you loop behind the mesa with the gun turrets, you can switch your plane for the gyro. It's probably not ideal for the long haul—it can't fly fast enough over long distances to keep up with the train and protect it—but its maneuverability makes it a great weapon against the enemies in the immediate area.

Attack the enemy train and its winged entourage.

An enemy train appears next. It's easy to miss since it looks similar to your train and rides out in front, not in back where you're probably fighting all the trailing Dos Muertos planes. Cripple it with a surgical strike against its top gun turrets; it can't do anything against your train without weaponry.

Zeppelins invade next, and you'd better be prepared to punch holes in them.

Three powerful zeppelins assault the poor train near the three-quarter mark of your destination. Leave Maria to deal with the planes while you tackle the zeppelins. Release your remaining missiles at the first one, and follow up with machine-gun fire. You should toast the first zep. Swing around and attack the second and third zeppelins from behind. You can line up long attack runs like that without too much retaliation fire.

TIP

The worst place to attack a zeppelin is from the side—all its guns can train on you from that angle.

During your attack run on the zeps, if an enemy sneaks up behind you, perform an Immelman. The short loop up and back down to your original elevation should confuse the enemy. And if you're lucky, the enemy's speed will propel him in front of you so you actually come out of your Immelman maneuver *behind* the enemy fighter. You can also elude aggressors with a barrel roll or brake stall (see the "Aerial Combat" section for more details on these and other maneuvers).

More rocket trucks make life difficult.

You may not have finished off the zeppelins when Maria calls you back to deal with some more rocket trucks alongside the upcoming tunnel. So long as you've dealt the zeppelins damage, and maybe finished off one or two, turn around and clear those ground vehicles out. They'll probably deal the train big damage since they're right on top of the tracks.

An enemy train lobs rockets at the good guys.

After the last of the rocket trucks, the train heads back into town. Across the canyon, on the far tracks, a new enemy train shows up with better weaponry. Rather than simple machine-gun turrets, this time the train lobs missiles. Position yourself immediately between your train and the enemy train. Better the enemy train fires at you, a more nimble target, than at your train. Eliminate the rocket turret before retreating to protect your train from the pesky fighters that are still hanging around.

In the skies above the mining town, take out the last zeppelin and its defensive squad.

One last zeppelin appears overhead. Just as the train pulls into the station, the Dos Muertos break out their toughest zep yet. With whatever weaponry and armor you have left, floor it to the clouds and quickly puncture this blimp.

Clean up the final Dos Muertos fighters.

There are as many as half a dozen Dos Muertos left. Jump into the fight with Maria and sweep around the area, picking off Dos Muertos like the master pilot you've become. Some try to take cheap shots at the docked train. If the train lies in the orange—or worse, the red—put your plane between the train and any enemy fire, even if you have to ram the other guy.

Finally, you have saved the Navajo artifact and recovered it for the Fortune Hunters.

When the last plane fragments into tiny pieces, you've completed another mission. The train is safe, and the conductor—worried about delivering this artifact safely to the Navajos—offers the artifact to you to deliver. You accept, knowing full well you have to pass through Navajo territory to reach the titanium mine. The artifact could come in handy.

Upgrade Tokens

A Gift for the Navajo: You can find the three hidden tokens on this mission in the train tunnels. As you protect the train, swoop through each tunnel along the trip to pick up the extra goodies.

MISSION 9: SOLOHO AND THE THREE TRIALS

The Navajo don't like strangers popping up unannounced. Big John knows the Navajo Chief Soloho, so everything works itself out and no harsh words are said. Plus, you have the Navajo artifact, which goes a long way to proving your credibility. What the Navajo really need, though, are your piloting skills. Local bandits have threatened their territory, and they need you to join the fight. It shouldn't be much of a burden since you've already fought many planes by this point.

The best plane for this mission is either the Dust Devil with its high firepower against other planes or the Coyote with its better durability and powerful secondary weapon to incinerate the zeppelins at mission's end. No complaints about the Devastator, since it's all-around package works well against the enemies you'll face.

NAVAJO NEEDS

Help the Navajo scare off the local bandits.

Immediately, there's a battle. A dozen bandits have infiltrated the Navajo canyon and attacked without provocation. After a brief powwow with Chief Soloho, you join the fight against the bandits.

Engage the enemy between the canyon walls.

Loop back and forth inside the canyon walls. Few pilots can handle the turns like you and the Devastator, so take advantage of the other planes' longer arcs and fire on them while they're banking. Don't smash into any walls while you're busy pulling the trigger.

There is a repair station, but the Navajo don't take kindly to cowards.

If you do manage to get shot up, there's a repair station the next canyon over. The Navajo, however, don't take it well if you leave the battle. You get just over a minute in the station before Chief Soloho declares you a coward and your mission ends. Unless you've got fire sputtering out of your engine, stay and fight like the rest of the Navajo. You can always repair at battle's end.

You may have to fly out of the canyon crater to catch some of the enemies.

Eventually, enemies leave the canyon, and the fight takes to the skies. Give the battle some time to develop before you follow. You can easily slip up unexpectedly on an enemy when you come screaming out of the canyon. Pick a target, especially one that has one of the Navajo Desert Foxes lined up, and blast it to smithereens without a second glance.

The final two retreat and bring back buddies.

At the end of the fight, two of the bandits flee the scene. They plan on going for new recruits. Cut them down if you can, but it doesn't matter anyway. You still have a zeppelin to contend with. Hit it hard and unload your missiles on it. You don't need your weaponry for the next part of your journey, so why not go out in a blaze of glory?

Put an end to things once and for all.

THE THREE TRIALS

You ask Soloho for safe passage through the Navajo lands, but he can't grant it. Much as he would like to help you—you did, after all, fight with him as a comrade in arms—Navajo law states that only the worthy may pass. To become worthy, you must succeed at three trials to test your strength of character.

TRIAL OF COURAGE

The first Navajo test requires nerves of steel. You must face an enemy zeppelin in a plane without weaponry.

The first trial throws you at the lion with no more than a toothpick. The test has you pilot an unarmed Desert Fox against a heavily armed zeppelin. Furthermore, you must keep the zep's attention long enough to lure it into an ambush, which means lots and lots of abuse. Use your brakes to present an even juicier target, or else the zeppelin will not follow you into the canyon.

No matter the beating you take, use your brakes so the zeppelin can follow you.

Loop around, rock back and forth, do what you must do to survive—just go slowly and drag the zeppelin along. If your plane takes a serious beating, you can drop down and switch it for another Desert Fox on the nearby airstrip. When you lure the zep to the V-intersection, head left and look for the AA guns on the cliff wall.

You can swap Desert Foxes if you like on the runway.

You only have about 30 seconds to pull off the zeppelin kill. Swoop down and switch to the AA guns as the zeppelin enters the canyon. Rather than fight, when the zeppelin sees it's a trap, it accelerates to top speed. Shoot it a few times at the canyon entrance, then swing back and shoot it as it escapes. You can't destroy it with just a front shot; you must rotate and reacquire the target on the far side.

Line the zeppelin up for a pounding from the AA guns.

You don't have time for a zoom either. Just fire as many times as you can into the heart of the zeppelin. If you stop the zeppelin from exiting the canyon, Soloho congratulates you and lets you know you have two more trials to go.

Trial of Skill

The second Navajo trial tests your pilot skills as you must play "follow the leader" through the winding canyon maze.

This is the hardest trial. You must chase Soloho in a game of "follow the leader." Sounds easy, but it's through a maze of mesas and tunnels, and Soloho doesn't exactly slow down. The only saving grace is the smoke trail Soloho's plane leaves. If you lose sight of Soloho, you can follow his smoke trail and try to catch up. As long as you do within a few seconds *and* make all the same turns he does, there is no penalty. He's tricky though, so you may have to replay this one a few times.

Watch the smoke trail for clues on which direction Soloho went.

The course starts out slow, with only a few long turns and one up-and-down twist. When you get to the middle, it picks up the pace. Watch for Soloho's trickiest move. At the curving rock that looks like a bridge against the blue sky, Soloho loops up and back down, but he doesn't come straight down. Instead, he makes a quick turn. You must hit the brakes entering that loop around the bridgelike rock and keep it really tight. If you can keep Soloho in sight at all times, you'll see the move he does and will be able to mimic it.

Expect nearly impossible twists if you want to stick with Soloho.

The rest is downhill, or rather side-to-side weaves. If you can eat his exhaust a short while longer, Soloho congratulates you on finishing the second challenge. Only one to go.

Trial of Marksmanship

In the last test, you must destroy 19 target balloons in a short time limit.

Unlike the first two trials that started at runways, the third challenge starts inside a zeppelin. The object here is to shoot as many targets as possible and prove your aim isn't too bad. Unfortunately, there's a short time limit, and fake targets get in the way.

You have a top and bottom gun turret.

You must blow up 19 target balloons before the zeppelin reaches the end of the course. That might not be a problem if the balloons dropped in front of you, but they don't. One of Soloho's planes drops the balloons above you, below you, in front of you, and behind you. You must scour the field to find them all, and your radar can help tremendously to pin down missing balloons. Get used to flipping between the top zeppelin gun and the bottom one since some balloons can only be hit by one or the other.

Red targets are good. Blue targets are a no-no.

TIP

One hit may not be enough on a target balloon. Hesitate a second after you fire to ensure that the balloon blows up and isn't merely charred.

Also, be careful about shooting indiscriminately. You can only hit red targets; the blue ones are decoys and subtract from your score should you down one. You may want to trigger multiple bursts if you see a balloon about to dip behind a rock outcropping. Some balloons are only visible for a few seconds before they're permanently gone.

The targets don't just pop up in front of you. Sometimes they disappear behind stone obstructions; other times they appear far away.

At the end of the course, several balloons pop up at long range. It's good that you've made it this far. It's bad that you have to fire rapidly and not miss a balloon if you want to end this thing. When you detonate the final balloon, Soloho lets you know whether you've hit enough targets and either congratulates you or sends you back to the first balloon.

Stone-Solid Defense

Defend the village statues from the vindictive bandits.

The Navajos now accept you as a brother, and as a brother you must help defend the settlement against the bandits again. This time, they hope to defile the Navajo sacred statues and demoralize the people. How low will these bandits sink?

Fly your new Desert Fox plane against the bandits.

You zoomed around before in the Desert Fox, but this battle is your first opportunity to test out its combat abilities. To enjoy its full armament, you must swap to the armed Desert Fox back in the Navajo encampment. Be very wary about its armor. The Desert Fox's durability is considered fragile, so two or three direct hits and you're out of there. Fortunately, its speed helps compensate for the fragility, as well as its sluggish maneuverability. You can cruise around the fight at top speed, which makes it very difficult to land a shot on you.

Similar to most crafts' primary weapons, the quad-linked .30-caliber machine guns deliver decent damage. The fun part is the triple drunken rocket launcher. This wild device lets loose a fireworks display of projectiles. They swirl about and can strike a target with multiple rocket bursts at once.

If your plane isn't getting you anywhere, stop at one of the mesa's AA guns and attack from there.

With the Desert Fox, you need to know where your service station is at all times. Yours is right below you on the canyon floor. If you take major damage, drop down and repair immediately. You can also land on top of the mesa and jump into the AA guns. It's a move that may surprise the bandits for the first minute or two since no one else is manning the other guns. Finally, you have time to go back and nab your original plane if you'd like to fly that for the final battle.

All your combat has kept one of the statues untouched.

Stay low in the canyon during the fight. Most of the Navajos battle high above, and that leaves the statues unprotected. Should all three crumble, you lose, so it's up to you and your Desert Fox to drive the bandits away. Watch for attack runs at the statue, and either shoot the enemies down on the way in or dive in front of them to make them veer away and hold off on their remaining shots.

If you can protect the statues long enough, the crowd above will thin out. After a few minutes, you can stop playing defense—unless there's only one statue left—and knock those clowns out of the sky. Once again, the Navajo are thankful and glad to call you friend.

Upgrade Tokens

Soloho and the Three Trials: Only a single token to be had on this mission. It's way over on the eastern side, under the rock bridge, on your way to the service station.

MISSION 10: THE MYSTERY OF THE MINE

"Mine games" can really mess you up. First, you thought the titanium mine was simply a special place where Doc could get his raw material. Then you got to thinking it was probably his scientist buddy, Nicholas Von Essen, who bumped him off for the Wind Turbine. Now you show up at the titanium mine and find a new party running the show—Jonathan "Genghis" Kahn's Red Skull Legion. What exactly is going on here? And what's a giant robot centipede doing guarding a bunch of holes in the ground?

Look to the Devastator or the Dust Devil again for this mission. The Devastator can hit the mission's boss' vulnerable spot from more angles, while the Dust Devil dishes out more damage per second.

MINE YOUR OWN BUSINESS

Protect the caravan from the incoming fighters.

Soloho and his men decide to hitch along with you to the titanium mine. They suspect the bandits who have been raiding their home have ties to the people running the mine. After everything you've heard about this titanium mine, you don't blame them for being paranoid.

Watch the gun turrets low and the enemy aces high.

You lead a caravan into the heart of the mine, and, of course, the bad guys don't want you anywhere near this place. They launch a formidable counterattack in the form of a dozen enemy planes. Their ground forces, machine-gun towers, and rocket trucks, are also ready for just such an offensive caravan.

Destroy the roadblock, or the caravan will be trapped.

Fly into the canyon and strafe as many enemies as you can on the way in. Stay in front of the caravan so you can eliminate gun turrets and trucks before they can concentrate fire on the trucks in your caravan. Let Maria and Betty fight it out for dominance in the sky (and they will).

Blow up the turrets along the cliff walls and watch for the roadblock comprised of rocket trucks. They hope to bottle the caravan at this point while the enemy fighters rip the stalled vehicles apart. You have different plans. A few magnetic missiles smash the roadblock and keep the caravan moving. For an even more spectacular show, shoot one of the statues on the cliff above the roadblock. The statue will fall, destroy the bridge under it, and the whole avalanche will crush the roadblock below that. Ka-boom!

A service station is always nearby for a checkup.

The service station couldn't be any more accommodating on this mission. Don't hesitate to refuel and patch up the armor anytime during the fight. Because it's so close, you only lose a few seconds to repair back to full. Better that than a fiery death.

More gun towers and enemy planes await around the corner.

Past the roadblock, more gun towers and enemy planes lie in wait. Again, engage them as the front line for the caravan, and reduce the numbers so they don't take a heavy toll on the approaching caravan. If you do your job, the caravan will cruise to the actual titanium mine.

On the local airstrip, switch your Devastator for a Coyote.

Before the last area, you spot an airstrip with a Coyote parked there. Land your Devastator and grab the Coyote. You want its strong detonator fireball cannon to burn the enemies in the final fight.

Besides its fireball cannon and standard quad-linked, .30 caliber machine guns, the Ravenscroft Coyote is a great package. It's very fast and incredibly nimble, so you can fly circles around most opponents. The ones who manage to hit you may score some damage, since the Coyote only has average armor, but you don't really need great armor with all the other extras packed inside. Bolt for bolt, the Coyote is one of the best planes available.

MOUTH OF THE CENTIPEDE

You hit fierce resistance when you enter the Red Skull Legion's main facility.

Finally, you've discovered the titanium mine. Much to your surprise, you find the Red Skull Legion here, a gang that operates under Jonathan "Genghis" Kahn out of Chicago. What's he doing here? Well, if you survive the encounter, you may want to track him down to find out.

Destroy the hangars and fuel dumps outside the titanium mine.

First things first, ignore the planes soaring by and zero in on fuel dumps on the canyon floor. Detonate these fuel dumps, and the hangars next to them go up like a Fourth of July celebration. There will be no more productivity at the titanium mine if you have any say.

The giant robot centipede rises from the sand to wreak havoc.

Take several runs and methodically ignite the hangars one by one. As you swing around, fire away at passing enemy planes, gun turrets, or rocket trucks. The battle rages while you concentrate on the buildings. Don't worry, you'll get your chance to go one-on-one soon enough.

You can't penetrate the robot centipede's armor, so concentrate on its gun turrets so it can't harm you with those.

Just when the tide looks like it's turning, the sand in the center of the canyon sinks, and a giant robot centipede rises up to confront you. Like other tough bosses, you can't penetrate the centipede's hide with regular weapons. While you take out your frustrations, aim for the gun turrets on the centipede's back—at least those you can destroy.

When the robot rears up to attack the Navajo zeppelin, ram some fireballs down its throat.

The centipede slithers away and up the cliff wall. It's very elusive and winds its way back to the Navajo zeppelin. You can't slow it down at this point, so trail it and fire at other enemy planes to whittle down their numbers.

The robot centipede might have taken a chunk out of the zeppelin, but Soloho isn't dead yet.

When it goes for Soloho and his zeppelin, get ready. You only have an opening of a few seconds. As the centipede shoots flame out of its mouth, it's vulnerable. Launch the Coyote's fireballs straight into the beast's jaws. Fire two or three times, then peel away and turn back for another pass if it's still there.

Cut the centipede's "life" in half, and it runs for cover.

You don't have enough time to kill it before it confronts Soloho. As the centipede brings the Navajo zeppelin down, take the opportunity to shoot it some more. If you can drop its armor in half, the centipede takes off, and you've saved Soloho. His zeppelin looks like the Hindenburg, but he's alive.

When the robot centipede strikes at the Pandora, intercept and make it pay.

Angry that it didn't get the Navajo zep, the centipede heads for the Pandora. Up on the mesa, it lashes out with its flamethrower and seeks to bring the Pandora down. You have a little more time to line up a better shot with no canyon walls in the way. Cruise in slowly—but not slowly enough to leave the Pandora defenseless—and unload with everything you've got. The centipede thrashes, then blows a gasket.

The Arixo area has been cleansed for the moment. You can leave your Navajo friends to some peaceful times ahead. As for the Fortune Hunters, they're on their way to Chicago to talk to a certain Mr. Kahn.

Upgrade Tokens

The Mystery of the Mine: Tokens are scarce in Arixo, as you only get one on this mission. It's way up high on top of the plateau in the open expanse just before you engage the last narrow canyon before the boss.

MISSION 11: A SPIDER TO THE FLY

The Windy City lies still and quiet. An ominous sign? You betcha. So when you show up at "Genghis" Kahn's office and barge in on a private meeting, don't be surprised when things go horribly wrong. The events that follow have you running for your life, and maybe losing the life of one of your dearest friends.

ARACHNOPHOBIA

Jonathan "Genghis" Kahn runs the Chicago mob scene.

The hunt for Doc's killer brings you to Chicago. Following the lead from the titanium mine, you confront Jonathan "Genghis" Kahn in his own offices. You're certainly brave, and a little bit foolish too.

You confront Kahn, but is he really running things? The man in the shadows seems to call the shots.

Speaking with Kahn, you realize that the shadowy figure in the room is actually calling the shots. When you flip Kahn the spider pin you found in Doc's lab, the shadowy man calls for your death. You make a run for it and dive out the window. Betty gets caught and falls into the clutches of Kahn.

TIP

The Brigand is the game's slowest plane. Don't expect to outrun or hunt down anything.

Betty gets caught while you escape out the window.

Instead of falling to your death, you perform some gravity-defying stunts and end up stealing a bad guy's Brigand. Not the fastest of planes, the Brigand comes with armor upon armor. This tough aircraft can maneuver as well as most planes, though.

A daring leap puts you back in the seat of a Devastator.

The Brigand really shines with its weaponry. Its primary weapons, quad one-inch cannons, tear up enemies, and its secondary concussion rocket can blow up much larger crafts. Anyone trying to sneak up on the Brigand is in for a surprise. The back holds a gun turret that can blast away at anyone tailing it.

THE ENDS JUSTIFY THE MEANS

A zeppelin blocks the Pandora's path, so Big John asks you to put some holes in it.

To say that Kahn is mad might be an understatement. He sends everything but the kitchen sink at you. The name of the game here is simple survival. With zeppelins, planes, gun turrets, more planes, and a mega-zeppelin on your tail, you just want to live to talk about the Chicago skyline.

You must deal with both enemy aces and the blockade zeppelin.

The Pandora can't go anywhere when you escape from Kahn's. A big zeppelin blocks its escape path. Sweep in and start to deal it damage. Hold off on the secondary weaponry if you can. You need those bombs for the bigger zeppelin later.

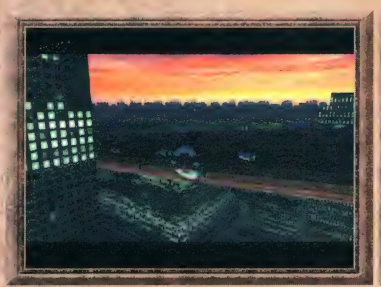
The zeppelin shouldn't be that hard if you keep sweeping back and forth and doing constant damage. While you're at it, swat at some of the pesky fighters as well. You need to whittle them down, too, before the Pandora can make it to safety.

CAUTION

Normally, you would use your secondary weapon on the rooftop gun turrets. Not here—you must save it for the end battle against the Machiavelli zeppelin. Look for ammo power ups dropping from downed planes to counterbalance how fast you'll run through your secondary weapon.

Clear the gun turrets off the roofs so the Pandora can pass.

After the blockade zeppelin, a series of gun turrets lines the rooftops the Pandora must fly over. Left unchecked, the gun turrets will destroy the Pandora's underside. Fly in and obliterate each one. Don't worry about anything else but destroying these gun turrets. You have time till the Machiavelli shows up.



The Machiavelli arrives, and it's a big one.

When the huge Machiavelli zeppelin arrives, it dwarfs the Pandora. With 14 gun turrets, super-thick armor, and a length that seems to touch two different continents, the Machiavelli quickly annihilates opposition.

Strafe the Machiavelli as much as possible and hope that you can deal more damage than it deals to the Pandora.

You don't have much time. Shoot all your secondary weaponry into the blimp. Aim for its gun turrets first to cut down on possible return fire. If you can distract it so that you take fire while the Pandora pounds away with its cannons, you might have a chance. You might even want to jump into the Pandora yourself and guide those AA guns. Keep after the Machiavelli no matter what. One extra hit might do the trick.

You're in for a major battle as you bounce between the huge zep and its many fighter planes.

In your loops away from the zeppelin, and before you line up a new attack run, pick off enemy aces. The Pandora has enough things to worry about with the Machiavelli. Approach slowly with brakes on, and glide along the Machiavelli's surface, strafing the whole time. Repeat this over and over until you see fire and smoke. Fire long enough, and the zep has to weaken, no matter how big it is.

CAUTION

Don't fly behind a Brigand unless you want to get sprayed by its rear gun turret.

With artillery on empty, you finally take down the mega-zeppelin.

It takes many, many shots for the Machiavelli to fall from the sky. In the meantime, fight the other enemies while you sweep around for new attack runs.

Protect the Pandora from the last, huge squadron sent by Kahn to intercept your zeppelin.

When the Machiavelli finally explodes, the Pandora makes a break for it, only to run into a final squadron sent by Kahn. After all you've fought through on this mission, you have to hold out. Go for the kill as fast as you can, and jump to the Pandora's AA guns if your Brigand isn't doing it fast enough. Between you, Maria, and Big John, the enemy planes finally die out. You have escaped, but you're not really going anywhere—you have to return to Chicago to rescue Betty.

Upgrade Tokens

A Spider to the Fly: There are no tokens hidden on this mission. You only earn tokens for completing tasks.

MISSION 12: FINDING BROOKLYN IN CHICAGO

You're not leaving Chicago without Betty. Regardless of how many men and planes Kahn sends to hunt you down, you plan on asking around—all over town if necessary—for information on Betty's location so you can stage a jailbreak. The best plan is to make friends with Kahn's rival gang, the De Carlos. Who better to know what he's up to than his arch enemies?

Whatever plane you've upgraded at this point would probably come most in handy. The Dust Devil and the new Brigand can do the trick, while the "stealable" Bulldogs around the city can aid you in a pinch.

HOOKING UP WITH THE DE CARLOS

Don't head straight into Chicago from the starting point. You'll run right into Kahn's main fortress.

With the Pandora safe from Kahn for the time being, you take a ride in the Devastator to locate Betty. As you begin the mission, don't fly straight ahead for too long. This takes you into the heart of the city, and at its center, gun turrets line Kahn's fortress from top to bottom. Going up against that is asking for trouble, and you don't have to go near it to complete the mission.

If you want extra cash, head to the tall building near the city's center and wager a few thousand on the local race. Zip through all the gates in record time and you double your money.

Help the De Carlos out by destroying the Skulls on their tail.

When you're ready to get serious, bank left from the starting area and head toward the sunset. At the corner where the buildings end at the waterfront, the De Carlos have their hands full with a squadron of Skulls. They ask for help, and you accept. Keep in mind that the Skulls fly Brigands, which can withstand a ton of damage. Don't assume you've destroyed one until you see a fireball in the air. Otherwise, the "destroyed" plane might get the jump on you when it swings around and drops its payload on you. Also, watch out for the rear machine guns while you're following a potential target.

The Skulls' Brigands withstand a lot of damage, so prepare for a long fight.

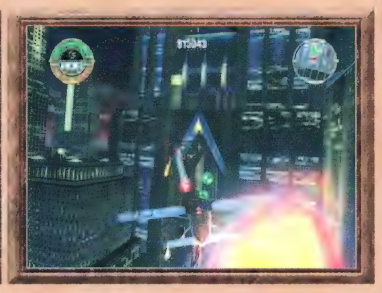
TIP

Against the Skulls, use short, controlled bursts of fire. You don't want to burn out your guns and have them shooting blanks later in the fight.

While you circle in the sky with the Skull Brigands, carefully line up shots. The green De Carlos zip around too, and they often cut across your arc of fire. You don't want to hit them, so shoot in short, controlled bursts. This prevents misfires and also keeps your guns cooled so they don't overheat.

Switch to the Bulldog for better acceleration.

After the Skulls have all been vaporized, the De Carlos look into finding Betty for you. They also lend you their Bulldog plane. You can find a Bulldog on either the De Carlos' dark warehouse airstrip or up by the neon "Police" sign. You can accomplish the rest of the mission with either the Devastator or the Bulldog, though the Bulldog's extra speed could make the difference in your next mini-mission.



Whether you're flying the Devastator or the Bulldog, bandits attack throughout the mission. Kahn's put a nice bounty on your head.

TRAINSPOTTING

Search out the De Carlos' warehouse and accept the mission to steal cargo from Kahn's train.

You can cruise around for a while, but eventually you must touch base with the De Carlos again at their warehouse. The warehouse sits one block in from the corner where you just fought the Skulls. The De Carlos offer you a mission to steal three crates off Kahn's train. In exchange, they have information that could lead to finding Betty. It's a no-brainer—mess up Kahn's plans *and* get closer to rescuing Betty.

Fly in and grab the three cargo crates off the moving train.

Fly down the waterfront and you see the train tracks on the right-hand side. The train weaves in and out of buildings, and it's never out in the open for too long. This makes if difficult, but you're also on a time limit. When the train reaches the warehouse at the track's end, you lose unless you've dropped off all three crates at the De Carlos' warehouse. Don't fool around.

Fly the cargo back to the De Carlos' warehouse and deposit it on the second level.

Approach the train from the rear and swoop in to snatch a crate. You can only pull this maneuver off if you time it so the cargo section of the plane passes over an outdoor bridge at the time you're arriving.

You probably need to hit the brakes and fly through the warehouse tunnels. It's super-dangerous—one touch on the wall or ceiling and you'll blow up. Also, the train has a rear gun that discourages tailing. If you can squeeze past the taller cars, snatch the crate on the flatter car and peel out at the first sign of open air.

Retrieve the other two cargo crates, but watch out for angry Skulls.

You must do this three times. Besides the delicate flying, Skulls patrol the area and try to bump you off. You can't deal with these guys right now—you have no time. Let them shoot. Just accelerate to full speed and dust them as you drop the cargo off with the De Carlos. To accomplish a successful drop, you must hit the pad on the second level from the top (not counting the roof with the airstrip on it). Return three times with crates and you earn the De Carlos' respect and information.

For additional cash, land on the roof with the AA guns and help fend off the corrupt cops.

As a breather, you may want to earn cash by helping out a fellow rogue against the city's corrupt cops. Land on the roof with the AA guns (in the De Carlos' part of town) and decimate the nine coppers who attack with their Bulldogs. Swing back and forth from the building side with open space to the building side looking back into the city. The cops' runs originate from these two areas, and you always want to shoot them while they dive in.

After that, speak with the De Carlos again. You must succeed at five of the six area missions before they give you this bit of crucial information: There's a police snitch who knows Betty's location. Before you seek him out, the De Carlos ask you to destroy a truck caravan of Kahn's (you must complete this task to meet the snitch). Why not? You need the target practice.

The constant barrage from the AA guns transforms pilots into parachutists.

A BRIDGE NOT TOO FAR

If you want more cash, accept the mission to steal crates of illegal hooch from Kahn and avoid his allies.

Before you tackle the truck caravan, you may want to hit some of the other mini-missions in the city. Another AA gun setup earns you bucks if you blow the half dozen enemies from the sky. If you haven't had your fill of stealing crates, you can earn money by pilfering illegal hooch from sites across the city, such as the crate sitting in the middle of Kahn's fortress.

Another AA guns mission delivers more rewards if you can destroy the attackers with guns or your Bulldog.

Follow the yellow marker to the truck caravan weaving through the city streets (only the trucks with yellow markers need to be stopped). If you can line up a shot while the trucks navigate the street corners, go for it. You may find it difficult since you can't turn around until you exit at a street intersection, plus the trucks have gun turrets on them. But the more trucks you take out now, the less you have to worry about reaching the final bridge.

Hit the truck convoy before it crosses the bridge and gets away.

The trucks head for a bridge on the waterfront. You can meet them there as they emerge from the protection of the tall skyscrapers. Fire on the yellow-targeted trucks first; they're the ones that have to be stopped. The rest—the rocket trucks and enemy boats in the harbor—prove nuisances with their artillery but don't have to perish to complete the mission. Rain bullets on the four main trucks before they reach the bridge and you've completed your deal with the De Carlos.

Obtain info from the dance club, and track down the snitch who knows where Betty is being held.

After you have completed enough tasks, the De Carlos will pass you along to another source. According to the new source, the police snitch flies a small gyro along the border of the town. You can spot him by the white-word-balloon symbol in the blue circle next to his plane. Intercept this craft, and the snitch offers information for $1,500. Betty's life means more than a few hundred dollars, so pay up and the snitch tells you Betty's held in a secluded warehouse. It's time to lock and load, and break Betty out of jail.

Building Racing

By now you know that flying planes gets expensive. Well, here's another chance to double your money with a race. Beat the course time and you can count your cash among the lights of Chicago.

You can start the race by activating the blue X in the building with the runways running through it. Take the first gate in the building, then hang a left and fly through a series of gates that take you through a building. You must make a sharp left and accelerate upward to catch the next gate. Watch out for the smokestacks, though: two of the chimneys flank the gate and, if you're not careful, they'll deflect you away from the gate.

After the smokestack gate, zip down to the right and through two gates that lead to the park. Turn left and follow the next two gates around the buildings. With the third one, duck to your left between two buildings to cut through the corner of the second building to hit the gate. Take the next gate through the following building, then a quick right to hit the gate almost immediately on top of you. Relax on the next three; you only have to worry about light turns. On the fourth, look high as you zoom up to catch the gate, then level out to hit the last few that bring you full circle to the start building. If you have a little extra time, brake on the last three or four gates since they are so close together.

Upgrade Tokens

Finding Brooklyn in Chicago: There are 10 special spots around town. Try looking in the nooks and crannies, up on the rooftops or down on the city streets. Sometimes you have to fly into a building to retrieve a token.

MISSION 13: JAIL BREAK

Back in the Old West, all you needed was a horse and rope to stage a jail break. In the world of *Crimson Skies*, you need a Mini-gyro, lots of ammo, and a quick mind. Alternatively, a Brigand or a Dauphin do well with all the fighting you're about to encounter. Refusing to give up, you pinpoint Betty's location and shell out some money for the equipment to do the job. By mission's end, though, it'll be Betty saving your bacon.

BAG O' DONUTS

Rendezvous with Bag o' Donuts, the police snitch who will lead you to Betty.

Track down the ever-elusive snitch, Willy Bag o' Donuts. Before he can spill the beans, though, the cops show up. They don't like one of their own talking to a rogue, so they've decided to shut him up permanently. You have no other choice but to engage the Bulldogs on Bag o' Donuts' tail.

Stop the police from bringing the snitch to justice.

Bag o' Donuts is riding around in a Mini-gyro. It's great for ditching the cops, but not so great when the cops know where you are. In fact, a couple of direct hits and it's all over for your snitch. That said, stay very close to Bag o' Donuts. He flies all over the place, trying to get away, and you've got to stay in his immediate vicinity while fighting the Bulldogs. Keep one eye on what's in front of you and one eye on the radar screen.

Use buildings to sneak up on unsuspecting enemies, then pounce.

You can use the buildings for cover. Swing inside a bay door and fly out the opposite window, or dip below a raised highway and zoom out the other side. These types of maneuvers keep the cops from lining up a good shot, and you can even use cover as an ambush point to spring out and blast a passing fighter plane.

A handy service station sits out in the open.

After the fight and Bag o' Donuts' message, stop by the service station for repairs. It's right there in the open, and it's good to have full armor and weaponry for the next time the cops show up.

The cops call in a zeppelin as backup. If the zep spots you, four police Bulldogs zoom after you. Avoid heights where the zeppelin can spot you.

Before the cops on Bag o' Donuts' tail bailed out, they radioed for backup. A zeppelin shows up and switches on its spotlight. It cruises around the whole city looking for you. If you pass in visual range of the zep, it dispatches four police Bulldogs to hunt you down.

Keep a low profile. If you fly above the rooftops, the zeppelin will eventually spot you. Stay below the roofs and under the overpasses if possible. Only come up when you need to trigger another mission.

THE RESCUE

Talk to Bag o' Donuts' friend, who sells you a Mini-gyro to rescue Betty.

Bag o' Donuts leads you to a friend in a nightclub who knows exactly where Kahn keeps Betty. It's a heavily guarded warehouse, and the only way in is to discreetly blow out the exterior switches and sneak in the bay doors. Fortunately, he has a Mini-gyro to do the task, and it'll only cost you $500. Pay the man and take the 'copter; it's well worth the maneuverability.

While flying around looking for Kahn's warehouse, avoid the steady flow of traffic. One collision with an innocent bystander can still kill you.

Fly around and look for Kahn's warehouse. It does not show up on your map as a yellow objective point; it's a secret place, after all. You can find it by looking for the distinctive pink neon with which Kahn likes to decorate his buildings. It lies near the central part of the map, with the back side exposed to an open section of block.

You can find Kahn's warehouse by the pink neon at the corners. Destroy the three switches to open the bay doors.

Don't barge in. The defenses can hurt. If you sound the alarm, you'll have Kahn's fighters on your case, plus active flamethrowers at every entry point. Instead, blow up the three exterior door switches at the building's corners, causing the large bay door to open briefly. Get in there quick; you only have a few seconds to enter before the door closes and you must restart the mission.

Watch for Kahn's patrols around the warehouse. If you sound the alarm, full defenses come up, including mounted flamethrowers.

Inside, you sneak in to surprise the guards and free Betty. Together, you steal a Brigand. She jumps in the driver's seat while you hop into the back and take control of the rear guns. It's a little unnerving letting someone else pilot. Make the best of it and shoot the enemies off your tail.

Betty pilots the stolen Brigand, and you man the rear guns.

Betty takes you on a roller-coaster ride. You fly through buildings, drop to the pavement, soar back into the sky, swing around obstacles, and fly through enemy fighters. She's trying to reach the Pandora, but she'll never make it without your help. You must blow away up to a dozen enemies to lessen the damage and survive.

After the initial rush of planes, the zeppelin seeks to stop you.

TIP

You don't have to destroy the enemies while shooting the Brigand guns during the escape. You just need to divert the planes so they don't fill you full of lead.

And you do take damage, lots of it in fact. It seems like every one of Kahn's men has been released to hunt you down. The whole Chicago sky is filled with red targets. Shoot the enemies immediately on your tail, then hit the guns on the zeppelin that come up next. Watch on either side of the buildings for enemies who suddenly have a lane to attack you. Of course, prioritize enemies who are actually in position to shoot at you, rather than the ones in the background turning around for a better view.

Battered and bruised, you finally fly up to meet the Pandora and safety.

It's tight, with your Brigand in either the orange or red by the end of the escape. Betty does a fine job of eluding the main bad guys, and if you've done your job right, you should limp into the protective arms of the Pandora. Betty is back, the Fortune Hunters are reunited, and now it's time for some payback.

Upgrade Tokens

Jail Break: The four on this mission are tricky. Search high and low for any signs of the rotating wings. The eastern-most one, for example, hides under the overpass on the outskirts of the city.

MISSION 14: PAYBACK

Ready for some Skull smashing and head banging? It's time to take the Red Skull Legion out, and with the help of the De Carlos, the Fortune Hunters aim to please. In a dogfight that puts Hollywood blockbusters to shame, you battle the Red Skulls' fighters, zeppelins, and TNT-filled trucks before sending Jonathan Kahn's dreams up in smoke. Count on the Bulldog to race you through a difficult truck task ahead or blow up the large numbers of zeppelins that will be in the area. Its low armor may be a problem, but there is a repair station in the thick of things.

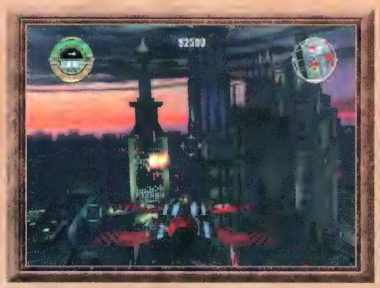
CHICAGO DOGFIGHT

The dogfight starts immediately. Dive right in, guns blazing.

You knew it wouldn't be easy ousting Kahn. He throws everything at you in this mission, so be ready for anything. The skies around Chicago are thick with red planes—kind of like what happens when you jam a stick in a hornets' nest and stir it up. To avoid getting stung, stick to your battle plan and don't try to do everything yourself.

TIP

In such a target-rich environment, the power ups from downed aircraft may be the only thing keeping you alive. Be sure to double back and claim a power up if you're hurt in a particular area.



It's rough out there, so don't hesitate to repair.

While in battle with the De Carlos, be a team player. As discussed before, bounce from target to target and never stay on one too long. Otherwise, you'll get hammered by an out-of-sight enemy. Especially in a battle of this size, you can't stay in one place too long, or 50 different bullets will rain on your armor. If you can, shoot at the enemies who have fellow green allies targeted. The more allies you keep in the battle, the better chance you have of surviving till the end. Be careful when diverting enemies that you don't accidentally strike an ally.

Early in the fight, the zeppelin out there is yours.

Unlike in previous battles, the zeppelin out there is one of the De Carlos. You get the benefit of having the zep's artillery fire at the enemy for a change. Cruise around the big blimp often and divert enemies away from the juicy target. Watch where the zeppelin's guns are trained for clues on the angles of the closest enemy bogies.

Take the highest elevation possible to get a better angle on all the fights.

There really is a lot to take in, and you might find yourself with whiplash from looking around so much. When you get a chance, hit the accelerator and climb as high as the map perimeter will allow. From a higher altitude, you can survey most of the battle and see where all the smaller fights are taking place. Dive toward a group of enemies and surprise them with some firepower from above.

You have the choice of parking on a rooftop to man an AA gun or going straight at the enemy, propeller to propeller.

When your plane's taken its fill of bullets, or you just want to change it up, you can land on one of the rooftops and man the AA guns. Antiaircraft fire can do significant damage in a fight this big, when enemies don't know where the heavy barrage originated. When they do turn their attention to the AA guns, exit before they destroy the lightly armored posts.

A nearby airstrip holds a Brigand if you want to change planes.

A nearby airstrip holds a Brigand if you want to fly a tank into battle. With the best armor in the game, the Brigand can plunge into the heart of a firefight and live to tell about it. Though it's not as maneuverable as your Devastator, you may want to confuse your enemies with a craft that looks a lot like their own.

The Brigand offers tough armor plating for the long fight.

Every few seconds, a plane goes whizzing by your cockpit. There are so many planes in the air, crossing in all different directions, that you're bound to have a midair collision at some point. Don't panic when it happens. You have a long way till the streets, and you're only helpless for five or six seconds. As soon as the spinning stops and you have control again, hit the boost button and jet out of there. You don't want enemy fighters lining up hungrily to fire on a sitting-duck target.

With so many planes in the sky, you may have a midair collision.

You destroy many planes, but not all of them. No matter how well you perform, there are more bad guys flooding in. When the De Carlos' zeppelin decides it's had enough, you must leave the remainder of planes to your allies. There are several missions that take top priority now.

RUN FOR THE HILLS

Chase down the escaping train. Its plating can't be penetrated with gunfire, so you have to find another way of stopping it.

One of Kahn's trains makes a break for it. Leave whatever fight you're in, and search for the yellow marker. The train moves quickly, and you're on a strict time limit before it escapes. Fly down at full speed and catch the train as it shoots along the track. You can fire on it if you feel like watching your bullets bounce off, but there's no way to thwart it with gunfire. You must discover another way.

Cut the supports out from under the train tracks. The train can't go anywhere but down with no rail system.

Look for the fork in the bridge ahead. The train veers to the left, and you have to beat it to the junction. Fly under the bridge and look for the yellow-and-red markers. These signify the three bridge supports that hold up the track. Hit your brakes so you have a longer attack run, and fire your missiles (or a series of continuous machine-gun fire) and crumble the first pillar. Move to the second and third. If you can destroy them all before the train passes overhead, the train will crash to the streets below. Emergency averted.

Stop the small zeppelins from leaving the area.

Return to the dogfight. Things have heated up again. Enemy zeppelins have arrived, but they're not really interested in downing allied planes. They want out of Chicago too. You must stop them all from leaving by destroying all four small zeppelins before they reach the borders.

Now's a good time to use whatever missiles you have left. Line up long attacks. Ideally, you should hit the brakes and cruise in, guns blazing, so you can destroy a zeppelin in a single pass. You can't afford to make multiple runs on each zeppelin, or the last one will get away.

TIP

During your fight with the zeppelins, watch your radar. You can tell how much time you have by how close you are to the map perimeter. If a zeppelin reaches the darker area, it has passed out of range.

Cruise around the area until the larger zeppelins make a break for it. Unload the remainder of your missiles on them.

After the small green zeppelins, the larger red zeppelins show up. The strategy is the same here. You must destroy them with whatever weaponry you have left. If they reach the map perimeter, you lose. It's crucial that you line up long attack runs here, preferably from the rear, since you probably have only your front guns left.

TNT PARTY

Kahn's trucks, loaded with TNT, race for the highways. Snatch their explosive packages before they do harm elsewhere.

Think you're done? Nope. The hardest part of the mission remains. Kahn's trucks, loaded with TNT, have headed for the highways out of town. The first truck hangs a drunken turn too close to a building corner and—boom—the explosion clues you in that the trucks are carrying some nasty stuff.

Fly the TNT crates back to Kahn's warehouse. Collect all five and you have enough to blow the place into next year.

There are five trucks, and you have just three minutes to find all five—scattered throughout the city in different directions—and plant the TNT crates at Kahn's warehouse. The plan, if successful, should blow Kahn's fortunes into itty bitty pieces.

Kahn's stranglehold on Chicago ends in a spectacular explosion.

You must fly like you've never flown before to complete this mission. That means hitting the boost button almost continuously, even while banking around corners and zipping down city streets. Watch out for low obstacles like overpasses and building ledges. When down low, don't clip a car, or you'll be thrown off the street and back into the sky where you'll miss the TNT-carrying truck.

You can't afford a single miss. Swoop in, grab the package, and turbo back to the top roof of the warehouse building. Note that there are two platforms to drop the TNT crates. The one farther out on the roof holds three, and the platform under the small overhang holds the last two. If you can retrieve all five in three minutes, the warehouse erupts in a spectacular explosion.

Kahn won't enjoy his days to come, that's for sure. Thank everyone for the help and head back to the Pandora for the next stage in your operation—confronting "Genghis" Kahn himself.

Upgrade Tokens

Payback: There are three choice areas on this mission. Notice that the western dot marks the tallest building in the area. It's loaded with health and ammo power ups that can beef you up throughout the mission.

MISSION 15: THE SPIDER MENACE

"Genghis" Kahn as your ally? Is there a con job going on? No, it turns out that the two of you have a greater foe—Die Spinne. After a knock-down-drag-out fistfight between you and Kahn, the leader of the Red Skulls confesses that he knew nothing about Doc's death and that he's being set up as well. Von Essen, the mastermind behind Die Spinne, has plans to take over Chicago and has already launched a powerful force to conquer the city. The two of you decide to pool your resources and make one last gambit to save the city.

If any mission was perfect for the Brigand, it's this one. Its slow speed and high firepower let you make quick work of the zep-eating boss at the end of the mission. Look for ammo powerups from downed planes to fuel the Brigand's secondary weapon.

TESLA TORCHING

War comes to Chicago.

Kahn brings his Machiavelli zeppelin. You bring the Pandora. Together, you storm into Chicago with a formidable air force—but you're still outnumbered.

Die Spinne brings the heat against the Fortune Hunters and the remainder of the Red Skulls.

Spread out and gun for as many Die Spinne fighters as you can line up with your machine guns. Don't waste a single magnetic missile on a fighter plane. They're chump change compared to the other aircraft you battle later. Just play a studious game of pinball, bouncing from target to target, until you've dropped several of the spider fighters.

Hunt for the tesla zeppelins before they destroy the city.

Your main priority, however, lies with the tesla zeppelins. Unlike the normal zeps, the tesla variety can motor. They can zoom in and out of the buildings and lose you easily if you're not paying attention. Consult your radar if you lose sight of one, and swing around from the rear if you can. They also pack a tesla cannon with a good-sized range. The tesla cannon can damage your onboard system, making it more difficult to fly while dealing continuous damage to your plane. When you see the lightning streaks, bank around the nearest corner or pull a quick ascent/descent to avoid the vicious attack.

Spin away from hostiles. Fly through buildings. Do whatever it takes to get to your tesla-shooting targets.

CAUTION

Conserve your secondary weapon against the Die Spinne fighters and zeppelins. Save it to fight the boss.

Your counterattack should be swift so you don't give the enemy zeps a chance to power up and shoot their tesla cannons. Start your attack run from the rear, or above, and hold the trigger down on your primary weapon. Conserve your missiles unless a zeppelin causes you a considerable headache. Without missiles, you can't beat your next foe.

The last tesla zeppelin proves elusive.

You may have to scour the city to find the last tesla zep. It has no problem hiding low near the streets. With all the buildings and obstructions, the tesla zeps use the existing cover well. Take the best angle you can on the enemy zep and fire a few rounds. Repeat from another safe angle until the last tesla zep pops in a ball of flame.

Avoid the machine-frying tesla cannon so you can detonate the zeps.

THE DOOMSDAY MACHINE

The new, super-armored zeppelin mangles whatever it can catch in its jaws.

While the last tesla zeppelin burns, hightail it back to your zeppelins, the Machiavelli and the Pandora. Your new foe, a huge, super-armored zeppelin, cruises into position by your two zeps. The new zeppelin couldn't be more of a monster. Its armor plating sheds bullets like raindrops. Its engines can crank it up and catch any zeppelin trying to escape its reach. The worst part, though, is its jaws. It can open up and swallow zeppelins whole.

You can't shoot the zep's armored sides. It's only vulnerable at its energy plates to either side of its jaws.

Within seconds of its arrival, the super zeppelin latches onto the Machiavelli and consumes it. You yell for Big John to get the Pandora out of range, but deep down you know it's too late. If this thing wants another snack, the Pandora won't be able to outrun it. There's only one option—you must put yourself in the way and try to think of something.

Make an attack run at the throat of the zeppelin. If you miss, though, it may be the end of the Pandora.

Bullets and rockets are useless against its shell, but you notice that it has two energy plates to either side of its giant "mouth." Line up an attack run flying directly toward the beast and shoot these two energy plates. Given enough firepower, the zeppelin will feel it and turn its attention to you as it opens its jaws.

It's possible to fly straight through the steel beast and strike at its energy core.

Don't get caught anywhere near those buzz saws. Veer away and line up another long strike at its front. You don't want the jaws to grab you—that destroys you in a single crunch—but you do want to try something crazy. Fly right at its mouth and give it some indigestion.

Fire on your approach, and the super zeppelin's mouth opens to attack. Unload your primary weapon at the glowing energy core inside. Now's the time to fire those missiles you've been saving too. A magnetic missile is a sweet thing when it sails right into the energy core. Veer off and repeat to whittle its energy down little by little.

Congratulations, you've won—for the moment.

Alas, you don't have all the time in the world. The super zep closes on the Pandora in a matter of minutes. You might have to do something even crazier—fly straight through the thing. It's possible to fly past the jaws, past the rows of cutting teeth inside, and drop a rocket straight into the energy heart. If you fire quickly enough on the back wall, it rotates open, and you come out the far side unharmed.

Keep at the super zep. With persistence and a bit of luck hitting the energy core, the boss explodes before it sinks its teeth into the Pandora. In a climatic explosion, the big bad guy blows up, and everyone lives happily ever after. Right?

DOUBLE CROSSED

Maria joins you for a celebratory drink.

Before the big victory celebration, Maria joins you for a cocktail in your hotel room. She's dressed in a beautiful gown, you in a stunning tuxedo, and things looks promising. She goes as far as asking you to change into something more comfortable.

Maria persuades you to change into something more comfortable. It's just an excuse so she can steal Doc's Wind Turbine plans.

It's a ruse. As soon as you step into the bathroom, Maria grabs Doc's secret plans for the Wind Turbine. She's a traitor. Unbeknownst to anyone, she's been working for Nicholas Von Essen the whole time.

Maria leaves you for her true master, the Die Spinne's Nicholas Von Essen.

The scheme works perfectly. With so many potential threats out of the way, including Kahn in Chicago, Von Essen and the Die Spinne group are poised to take over the whole continent. Now that Maria has slipped away with the Wind Turbine plans, Von Essen can build the mother of all weapons and begin his reign of terror.

Upgrade Tokens

The Spider Menace: There are no tokens hidden on this mission. You only earn tokens for defeating the boss.

MISSION 16: THE LOST CITY

You've found the Lost City. Maria leads you here after her betrayal in Chicago, and it takes all your self-control not to go in guns blazing in hopes of eventually throttling her neck. That still might happen, but you must scout out the area first and figure out how the whole Die Spinne force has remained hidden all this time. Choose the plane with which you're most comfortable, particularly one that may be upgraded. The key to your mission seems to be a mysterious artifact, the Sun Disc, that can be used to unravel the secrets of the ancient city.

TOURIST TRAP

The idyllic countryside doesn't last long. Die Spinne attacks the zeppelin as soon as you arrive.

All appears so peaceful and blissful when you reach the Lost City. There are beautiful rolling hills. Fabulous ancient ruins are scattered about the land. There's a quiet blue sky.

Of course, that doesn't last long. Die Spinne planes pour out of the sky and attack a defenseless zeppelin on a research expedition. It's up to you to save the day, again.

Save the zeppelin, and the professor tells you about the Sun Disc.

Barrel in to meet the Die Spinne fighters. The zeppelin doesn't have much armor to speak of and explodes after only a few hits. You must insert your Devastator between the firing Die Spinnes and absorb any damage meant for the zeppelin. If you're fast enough on the trigger, the damage shouldn't be much. Always look to knock out the Piranhas first, since they can discharge a tesla cannon and really mess up your plane.

Search the area to get the lay of the land.

After the fight, a professor onboard the zeppelin thanks you and explains that there's an ancient artifact, the Sun Disc, hidden in the area. The Die Spinners stole it from him. The professor guesses that they didn't want anyone using it to discover the true location of the Lost City. Why? The Die Spinners are using the city as their secret base.

You vow to recover the Sun Disc, then you set out to look for it. Search the area and take notes on all the places. The valley to the right holds a deserted city (for now), while the ravine in front of the zeppelin shelters an old service station and an airstrip. You visit all these places and more over the course of the mission.

Die Spinne fighters pour out of the statue's mouth and attack the tourist zeppelin.

For now, speak with the tourist zeppelin next to the professor's vessel. Yes, it's a little crazy that tourists are hanging out in a danger zone, but they are completely clueless. They think it's a great picnic spot and see no reason to leave. So it's up to you to fend off the Die Spinne fighters that come to send them home in coffins. Notice that the Die Spinners fly out from the mountain statue's mouth—another clue that the Die Spinne base of operations lies underground.

Fend off the spider fighters from their prey.

As with the professor's zeppelin, don't let the enemy strike the blimp. It's not a military vessel and will fall from the sky quickly. You need to engage the Die Spinne pilots and make them see you as the only target. Watch the Die Spinne tesla cannons. The "slowing effect" from a tesla cannon can cause you to drift out of control into obstacles or crash to the ground. If you get hit by a tesla cannon while on an attack run against a Die Spinner, fire your magnetic missile, which should still strike the target with its homing accuracy.

To get the service station operational, you need three parts from the abandoned Die Spinne fortress.

When that set of Die Spinne pilots eats dirt, head to the service station in the bottom of the ravine. It doesn't work yet, so you ask the professor about it. He tells you that he can fix it if you find three parts for him. The best location is the abandoned Die Spinne fortress on the plateau just over the next hill. You can't keep getting in fights and taking damage, so you must get that service station running as soon as possible.

The "abandoned" fortress is really a trap.

At the abandoned fortress, you can spot a crate on the top platform. It's an easy grab. Return it to the professor, then go back for the last two crates. Thinking it's a walk in the park, you cruise down for the second crate and—surprise—]it's a trap. The Die Spinne knew you'd search for those parts and left the fortress fully armed.

Return the last two pieces to the service station after the fortress defenses have been eliminated.

Switch into attack mode and hammer at the nearest turret. Gun turrets and flamethrowers guard the fortress, so keep your distance and fire at the nearest target. You have a greater range than the flamethrower; if you're careful, it should never hit you. The other two gun turrets can reach you, so swing in from the off angle and clip them from the side or back. Watch out for the three enemy fighters, including one Piranha, that don't want you to repair anything. After the defenses fall, you can swoop in for the second and third packages without another disturbance.

After another Die Spinne sneak attack, you need the repair shop functional.

Land at the repair station and heal up. With a fully operational service station, you can rest a little easier. One against a hundred is still bad odds, but at least it won't be one with a single set of armor.

SPIDER'S LAIR

At the airstrip by the service station, switch your Devastator for Dust Devil.

By the service station, switch to the Dust Devil. For the upcoming fight, you want the firepower of the Dust Devil. You could do it with the Devastator; however, it would take a lot longer.

The Die Spinne base uses every weapon imaginable, including suicidal planes.

Fly toward the deserted city you spotted earlier. It's not so deserted now. It's a Die Spinne base, armed with flamethrowers, machine guns, and rockets. Since you have the Dust Devil, you can zoom right in close and let them have it. Eventually, they'll spot you, but not until you've punished a big part of the base.

The second half of the Die Spinne base lies past the bridge. To gain the Sun Disc, you must defeat both sides.

Play a game of hit-and-run with the base. Swing out with the Dust Devil, fire a few rounds at a turret, then duck back to the protection of the rocks. They can't hit you this way. While this is going on, two enemy planes launch and start harassing with tesla cannons and machine-gun fire. After dealing with the nearby turrets, swing around and blast the planes.

When the two planes are down and the main base turrets destroyed, look to your left. A second section of the base continues to operate just past the bridge. You must bombard this section of the base to bring the Pandora in close. Watch that you don't get damaged too badly; there aren't as many cover spots when attacking this side.

Guard the Pandora against the first wave of Die Spinne planes.

As the last gun falls silent, the Pandora cruises in and retrieves the Sun Disk from the base rubble. Return the disk to the professor and the Lost City will be a misnomer.

Climb onboard the Pandora if you want to fire its AA guns.

Die Spinne won't go down quietly. They send 10 planes and two zeppelins in a pair of attack waves. The planes only want to bring down the Pandora, since it now carries the Sun Disk. Zip up above the Pandora. Cruise around the Pandora in a defensive pattern and fire away at the enemy planes. As they angle in on their attack runs, hold the fire trigger down and lead the shoots slightly in front of the incoming plane. The bullet trail should strike multiple times and take one plane out each run. If the Pandora has enough armor left, the first wave fight should go relatively smoothly.

The second enemy wave carries two zeppelins and three planes. Defeat the zeps and escort the Sun Disc to the professor.

The second wave brings better weaponry. Two zeppelins accompany the three planes. Ignore the planes and fly out to meet the zeppelins. If any friendly zeppelin perishes, you must restart the mission. With the tourist zeppelin and the professor's zep in between you and the Die Spinne blimps, don't take any chances that the Die Spinners might leave the innocent bystanders alone. Unload your primary and secondary weaponry in a steady stream on the first zeppelin. It should explode in a few seconds. Slide out of range of the second zep (which has been targeting you while you shot the first), and start an attack run from the rear. Fire everything you've got to bring it down.

Finally, the Sun Disk gets delivered into the professor's hands. Now you just have to figure out how to use it.

Upgrade Tokens

The Lost City: The token layout is the same for this mission and the next one. With eight tokens to retrieve in the Lost City area, you should be able to upgrade another of your key planes quite nicely.

MISSION 17: THE PUZZLE OF THE SUN DISC

Die Spinne sleeps. All is quiet around the Sun Disc. You can perform this first part of the mission without firing a shot. During this change of pace, you do some wagering with the tourists and fly around the area hunting for the professor's artifacts. Try the Bulldog, since its speed helps in the race and its firepower can hammer the Black Hand zeppelin at the end of the mission. If you can discover the secret entrance to the Die Spinne, you won't have to worry about Die Spinne sleeping any longer.

GAMBLING DIVERSIONS

The tourist zeppelin gives you a chance to increase your cash in a dangerous race.

You have three possible mini-missions: the tourist zeppelin, the tourist airstrip, or the professor's zeppelin. Leave Dr. Hancock for last since the professor takes you to the next mission. Rather, start with the tourist zeppelin and its race for cash.

The tourists make you an offer. Bet a certain amount of money (up to half your total), and they will match it *if* you complete the obstacle course they've laid throughout the area. The course consists of various gates that you must fly through, but it's not as easy as you might think. The course twists around hills and ravines and *through* the mountains. You must navigate trap-laden underground passages to complete the course. On top of all that, you start with just 30 seconds. Each gate you complete adds a few seconds to your total, but even if you fly it perfectly, you'll still finish the course with just seconds to spare.

Fly through all the gates, but beware of traps.

You begin with an easy gate. Accelerate full speed through it. In fact, you should accelerate on all straightaways to make up time. You can't afford to take this leisurely. If you come screaming into a gate, hit the brakes to make the turn.

The next few gates wind through the ravine. No problems there. At the end of the ravine, it gets difficult. You have a tight turn at a gate that takes you into a tunnel through the mountain. Flamethrowers in the tunnel walls heat things up for you too. Pass through the mountain and out the small gap on the far side by the service station. Accelerate up the hill and disappear into the second tunnel (an immediate right after the cliff-face gate). Fly above the flamethrowers and enter the small tunnel that winds up to the surface. You have just enough room to fit, so be careful. If you have a few extra seconds, take it slow; if not, accelerate and do your best not to shake your plane to death. Shooting out the tunnel, you see the final gate in the sky. Pass through and you're a winner.

The airstrip offers another wagering event—try to score more zeppelin hits than the tourist.

The next wager is a bit easier. Land on the airstrip and challenge the tourist to a game of skill with the remote-controlled rocket launchers. A series of zeppelins flies over the airstrip. All you need to do is shoot as many as possible. Remember that these rockets have very sensitive steering, so line up a shot and make small course corrections if you're going to miss. If you can score in the double digits before the time limit expires, you'll chalk up another victory and an extra wad of cash in the pocket.

Guide the remote-controlled rockets to strike the distant zeps.

EASTER EGG HUNT

Speak with the professor to trigger the Sun Disc quest.

Now you can turn your attention to serious matters. The professor wants you to recover several artifacts scattered around the area. If you can bring them all back to him, he will activate the Sun Disc and show you the way into the Lost City. Since Die Spinne must be there, you really have no choice.

Find the first artifact and return it to the platform below the professor's zeppelin.

The first three artifacts rest out on the plateau in front of the Sun Disc. You can find one by the archway, all alone by the airstrip. Another lies in the ruins opposite the tourist zeppelin. The third sits below the floating token in the ruins in front of the mountain statue. You may miss it cruising in from the professor's zeppelin; just turn around by the statue and fly up the opposite side. It's on the ramp near the top.

Two more artifacts are on the grounds by the tourists.

Grab each artifact and accelerate back to a platform below the professor's zeppelin by the Sun Disc. You should slow down so you can touch the small platform and release the artifact. If you miss, you waste valuable time that you do not have. The countdown clock starts at four minutes, and you use every bit of it.

Another artifact lies near the far waterfall behind the professor's zeppelin.

The other artifacts are farther out. You can find one by the waterfall ruins behind the professor's zeppelin (to the left of the old Die Spinne base). A second resides in what's left of the Die Spinne base. A third hides on the opposite side of the map at the dead end to one of the ravines on the left of the tourist zeppelin.

Another artifact hides in the old Die Spinne base. You can also switch to a Piranha on the airstrip there.

At the Die Spinne base, you can land at the airstrip and trade your Devastator for a Piranha (this is only available if you haven't taken it in the previous mission). As impressive as the Piranha's twin tesla coil secondary weapon may be, it's slow. Since you need all the speed you can get, the Devastator beats the Piranha for this mission.

Jet back to the professor with the artifacts. Time is very short on this quest.

Race each artifact back to the professor and keep going till he congratulates you. He then sends you out to gather three keys. Beware, though, two of the keys lie underground in dangerous places (if you've been on the race you can follow the map to exactly where they're hidden). You also have to contend with the turrets and fighters that guard them.

Recover the three lost keys.

As you return the final key, Die Spinne launches the giant Black Hand zeppelin at you. Much like the Machiavelli, this huge zep is a handful. Concentrate on picking off its guns to reduce possible damage against you as your plane performs a number of attack runs to decimate it.

Take out the Black Hand zeppelin before it nukes the whole scene.

Once the professor has the keys, he asks you to shoot out two of the three newly risen shapes on the ruins. First swing over to the circle, then blast out the square to finally open the Lost City's secret mountain entrance.

Shoot at the circle and square ruins to open the Lost City entrance.

With all the pieces in place, the professor discovers the entrance into the Lost City. Ready your Devastator, shake hands goodbye, and grab a last snack—you're heading after Maria and the big boss, Nicholas Von Essen.

Once you've gathered all the artifacts, the professor uses the Sun Disc to show you the way into the Lost City.

Upgrade Tokens

The Puzzle of the Sun Disc: The token layout is the same for this mission and the previous one. With eight tokens to retrieve in the Lost City area, you should be able to upgrade another of your key planes quite nicely.

MISSION 18: DARKNESS WITHIN

Obstacle courses are fun, except when your life is on the line. Heading into the Lost City to confront Die Spinne, you must navigate a maze of swinging stone pendulums, volcanic geysers, crushing doors, and inconvenient explosions. That said, you may want to opt for Brigand or the Dauphin with their slower speeds and enhanced armor. If you don't have your piloting skills down by now, you'll never make it through. Your reward for besting the Lost City gauntlet is a dogfight with a dozen Die Spinne planes, plus a machine-gun battle with Nicholas Von Essen himself. How much is this gig paying?

THE GAUNTLET

Fly slowly through the ancient corridors.

Betty and you release from the Pandora and fly toward the giant statue in the mountainside, opposite the Sun Disc. The teeth are the entrance that the Die Spinne planes use to fly out of the Lost City, and you're using it to get in. As you approach, the teeth close, and Betty has to veer off at the last second. It's just going to be you alone against the spider menace.

Your first obstacles include a volcanic geyser and a giant swinging stone pendulum.

TIP

Ride the brake the whole way down to the Lost City. You need as much time as possible to navigate the tight turns and avoid the traps.

Go slowly inside the gauntlet obstacle course. If you race through, you'll inevitably crash into a wall or trigger a trap that will flatten or roast the Devastator. Give yourself as much time as possible by riding the brake. You'll be thankful you had the extra seconds to react.

After the quiet entry passages, dodge the volcanic geysers that erupt in the next corridor. There are many of these geysers throughout the lair. They look dormant as you approach but erupt when you're next to them, hoping to bathe you in some hot magma. Steer to the far side of the corridor to avoid any fallout.

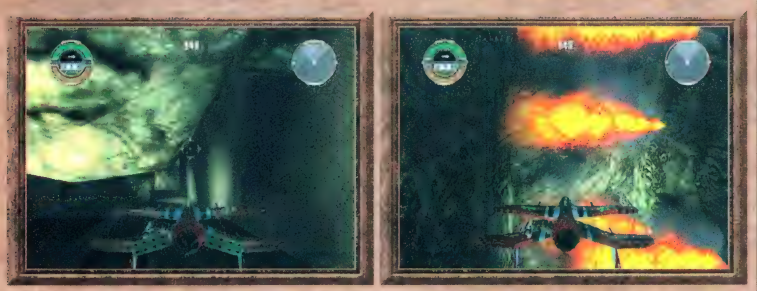
Beware of the occasional explosion while you squeeze through the tight passages.

Next, you have a huge stone pendulum that swings back and forth in rhythmic time. You must accelerate or brake at just the right moment to pass through the gap while the pendulum swings back into the wall recess. To give you a little extra leeway, aim for the top of the corridor where only the supporting rod swings back and forth.

Watch out for the explosion and falling rock in the next section. Bank your plane away from any such explosion during the gauntlet run. You may take a little damage, but if you ride straight through an explosion, your plane might lose more than half its armor.

If you make it through the crushing door, there's a healing crate on the other side.

After a long straightaway, a giant crushing door opens and closes, inviting you to make a run for it. Like you did with the stone pendulum, time this just right by either accelerating or braking to avoid the huge stones. When you see the doors opening, burst through the momentary gap. On the other side, a healing crate rests in the quiet passageway. Take advantage of the peace and repair back to full strength.

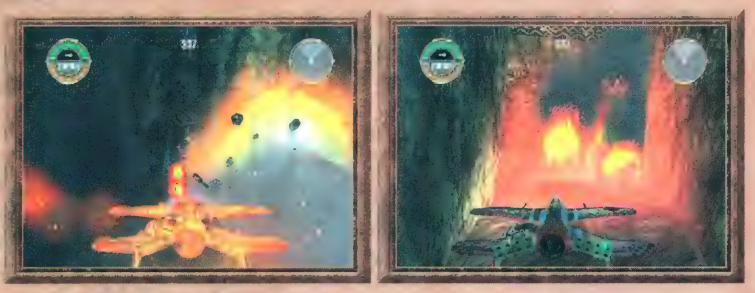


Squeeze under the stone statue head to enter the room with the flamethrower walls.

Around the corner, duck under the giant stone head and go toward the room with the flamethrowers jetting out of the walls. This area can trap you for a while if you're not careful. It's a circle, so even though it appears as if you're heading forward, it just loops back around. During this time, flames shoot out of the wall and burn up propeller and wings if you don't steer adeptly.

Head up the passage by the two fire braziers.

The way out of the area lies near the two fire braziers on the floor. It appears as if there's a flat wall behind them, but there's actually a chimney passage that takes you straight up and away from the flamethrowers. After the cramped loops in the flamethrower room, this straightaway is a welcome relief.



First an explosion and then two volcanic geysers wait for you next.

TIP

Flying vertically between volcanic geysers reduces the chance of damaging magma landing on your wings.

Another area with two explosions, followed by three volcanic geysers, awaits you next. If you have your brakes on, you should see the explosion before you fly through it. Dodge the falling rocks and steer to the opposite side of the corridor. Once past the explosion, bank around the geysers to escape the area.

Fly through the multiple swinging pendulums to escape the first obstacle course.

The first section of the gauntlet obstacle course is almost finished. Another swinging pendulum guards the last corridor. As with the first pendulum, you must time it so you don't connect with the swinging stone. A talented pilot won't even feel the pendulum's breeze.

The door in the large chamber remains closed until you beat the Die Spinne fighters on guard duty.

You can relax a bit now. The claustrophobia-inducing tunnels have been replaced by a large cavern. It feels great to just fly around without worrying about a wall in your face. Alas, it doesn't last long as the Die Spinne guards attack. The only way through the closed stone door is to defeat the Die Spinne planes. Not that you were going to let them slide anyway.

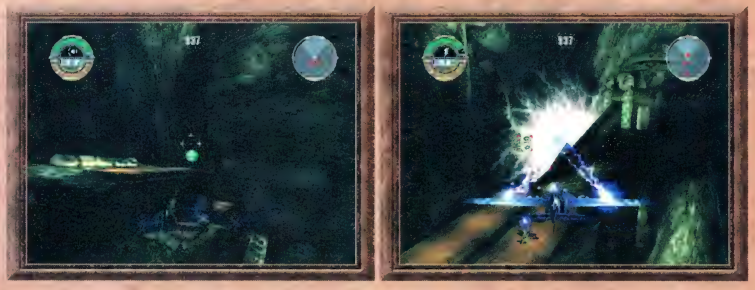
Take out the gun turrets below, then swing up and battle the Die Spinne thugs.

Dive to the bottom of the cavern and take out the gun turret. You don't want it peppering you with gunfire as you circle with the planes above. After the turret is nothing but smoking ruins, put Plan A into effect—wipe the cavern walls with these guys. Use the stalagmites and stalactites as cover as you try to attack from the rear. If you take two or three hits, proceed to Plan B.

There is no service station. Use the other planes to your advantage.

Plan B is simple: get another plane. You don't have a service station conveniently located in Die Spinne territory, so you have to do a bit of plane hopping to minimize the damage the Devastator takes. You may want to grab a new plane immediately so you can suck up the damage on those wings and leave the Devastator good as new. As for Plan C, grab one of the three health power ups sitting out in the open.

The first airstrip holds the heavy-duty Doppelganger. This monster plane can't move very well, but its armor plating is the best of the best. It also carries the game's most powerful weapon, the blockbuster tank gun, which can decimate enemies with a single hit. If you want to show the Die Spinne, hop into this plane and let loose the blockbuster.



The Piranha delivers with its tesla cannon.

The second airstrip holds a Piranha. It's a little more maneuverable than the Doppelganger, though not as tough. You've seen its main weapon before, the tesla cannon. One shot with its lightning bolts, and the enemy can't fly straight, which can be very bad inside a small cavern. Give the Die Spinne some of its own medicine with the Piranha.

Reinforcement Piranhas show up. Destroy them to open the cavern door.

The Die Spinne break out Piranha planes of their own and attack in one last wave. If you get clipped by a tesla blast, immediately steer toward open space and hope it wears off before you plow into stone. When you down these last two enemies, the cavern door opens, and you can enter the second part of the gauntlet.

More geysers and swinging pendulums keep you from flooring it through this place.

You're an old pro by now. The new area has some volcanic geysers to dodge and a few swinging pendulums to rocket past. Nothing that you haven't seen before, so if you take your time and concentrate, they won't even slow you down.

Grab the healing crate if you've taken damage.

After the geysers and pendulums, you come to an apparent dead end with four flamethrowers blasting directly at you. Unload on the two middle flamethrowers; you need them destroyed to continue. If you can't do this in a single pass, loop back and line up a second run. Just avoid the flame bursts at all costs.

Destroy the two middle flamethrowers so you can descend into the pit safely.

Turns out there's a pit below the flamethrowers. Dive into it and navigate the series of passages below. Watch out for intersecting columns and ledges that seem to pop out of nowhere.

At the end, one last explosion tries to end your run. As before, with brakes on, you should react to this one in time and steer clear. Head down the next passage and under the statue to enter Von Essen's hideaway.

One last explosion hopes to catch you before the second gauntlet run ends.

VON ESSEN

The final chamber in the heart of the mountain holds the Lost City. Die Spinne planes are everywhere.

Die Spinne Doppelgangers and Piranhas assault you in this new cavern. They are relentless and have nothing to lose since you've exposed their lair. Keep moving and circling the room's columns to shake enemies off your tail. It's a fight to the death one way or another. Fire all your armaments and take the fight to them.

Blow up the last of the Die Spinne fighters before getting out on foot to look for Maria and Von Essen.

When the last plane smolders on the cavern floor, you land and go the rest of the mission on foot. Sneaking past Die Spinne agents, you finally stumble upon Maria and Von Essen in a heated argument.

You finally catch up to Von Essen and Maria.

Maria wants her payment. Von Essen can't be bothered right now. His grand scheme is coming to fruition, and he's absorbed with getting everything right. When Maria presses him, Von Essen gives the traitor her reward—a gunshot to the chest.

Von Essen shoots Maria and tries to do the same to you when you announce your presence.

You jump in and call for Von Essen's surrender. He answers with machine-gun fire that almost cleaves you in two. As the two of you fight, you try to reason with him—his base, after all, has been compromised, and there's no way out.

Von Essen pulls the switch to detonate the Lost City.

Von Essen laughs and says he cares nothing for this base. His true intention is to control Chicago with the secret weapon he's developed. As a distraction, Von Essen pulls a switch that sets off the booby traps around the cavern. The whole mountain begins to collapse.

You can't help Maria. She's dead, and you will be too if you don't get out of the mountain soon.

You have no choice but to escape and let Von Essen go. Even after all she put you through, you stop by to help Maria, but it's too late—her wound is fatal. You'll be joining her if you don't hurry out of this deathtrap.

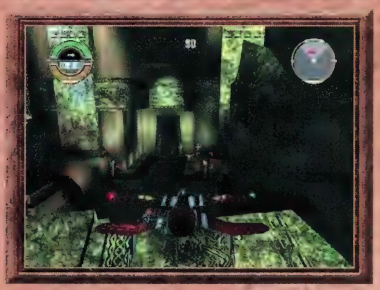
Upgrade Tokens

Darkness Within: When you enter the first big cavern there is a cinema showing some planes rising up to attack you. In that cinema is a small pyramid embedded in the cavern wall. There are two holes you can fly through in the pyramid. The higher one of the two has an upgrade token in it.

MISSION 19: ESCAPE!

How fast are you? If you're not fast enough to outrace an explosion, you may not be long for this world. Nicholas Von Essen has tried to seal you in a mountain coffin by setting off explosions throughout the Die Spinne base. It's hard enough to get out through all the traps, but the Die Spinne foot soldiers are also staying behind just to stop you from getting out.

THE GAUNTLET SQUARED



Amidst the chaos, find the exit doorway and blast out of here.

The original exit becomes blocked with the first set of explosions. The professor tells you to turn around and look for the exit in the back of the temple. It's flanked by a pair of gun turrets. They aren't much threat since you aren't sticking around to fight. Hit your boosters and zip right between them before a shot is even fired.

Watch for the frequent explosions that drop rubble and change the shapes of corridors.

A big explosion rocks the building as soon as you enter the corridor. This is the first bang—and only one of many—that drops rubble from the roof and shifts the layout of the corridor. When these explosions detonate, pillars can fall, walls can cave in, clear passages can suddenly become dead ends. Pay careful attention to what's in front of you after one of these explosions.

After you dip down a long hallway, you level out with a crushing door directly in front of you. You've encountered these giant stone doors before. Slow down and time your run for when they begin to crack open. Hit the gas and spring through the gap before it has a chance to reverse directions.

Pass the crushing door, volcanic geyser, and slamming door in rapid succession.

On the other side, a volcanic geyser in the middle of the corridor spits magma. It can do some damage. More importantly, though, it may distract you from the slamming door coming up fast. Slide to the left so the geyser doesn't affect you, then time your sprint to pass under the slamming door as it raises temporarily.

It's very difficult to see in the next area. Look for the caves on the other side.

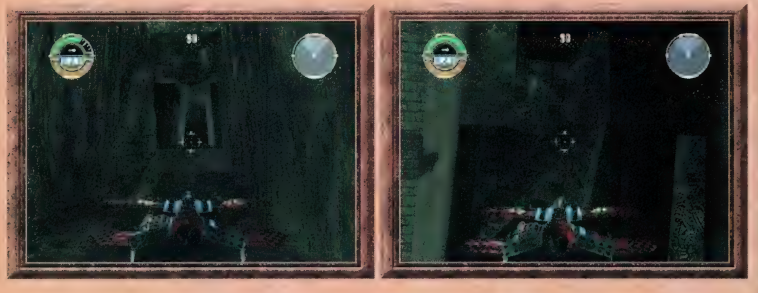
TIP

If you can't see in a dark area, fire your machine guns or a rocket to light the way.

Next, you're plunged into pitch black. This would be fine if you were flying in a giant arena, but you're not. You enter a series of small, cramped corridors with ledges and supports cutting off the open space. Avoid the middle of the corridors—that's where the stone blocks pop up most—and hug the walls to either side. If you can't see, toggle a burst of machine-gun fire or let fly a missile to light the way. Prepare to make a sharp left, then a right turn as you search for the cave tunnels.

Volcanic geysers lace these caves.

You don't have to worry about light in the caves beyond. In fact, there's so much light coming from the volcanic geysers that it might blind you. Slide to the opposite side of the tunnel when you see a geyser, and go vertical if you need to slip between two hot magma-spraying geysers in the tight tunnel space.



Another closing door impedes your advance.

After the long, winding caves, you enter another manmade section with a crushing door at the front. Time your run to accelerate past, but don't boost for too long. Past the doors, two explosions rock the area, and you don't want to turbo right into them. Brake right after the crushing door and survey the damage to the corridor so you can navigate safely.

Double explosions kick off the last set of corridors before the first Die Spinne nest.

Take the next corridors slowly. Duck under the statue and look up high for the cave tunnel that leads you into the first Die Spinne nest.

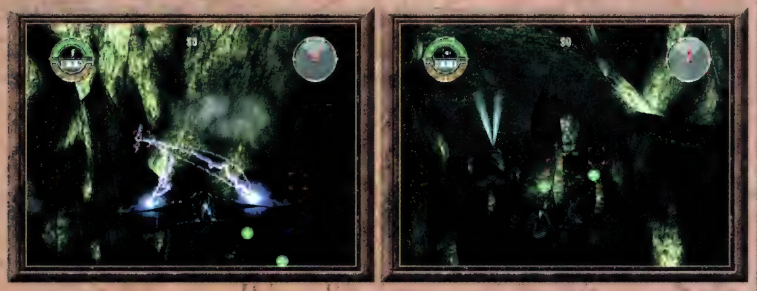
DIE ALREADY, DIE SPINNE!

What looks like another series of cavern tunnels is actually the entrance to an ancient temple.

An ancient temple serves as a Die Spinne staging ground. Why these guys are still hanging around while the earth shakes around them is beyond reason. Still, you have to deal with them to get out. Engage with your Devastator if you have more than half your armor. Watch out for the Piranha and its tesla cannon. It's almost easier to deal with the Doppelganger and its powerful blockbuster gun. Sure, one shot from the blockbuster when you're weak and it's game over, but the tesla cannon cripples you. You're much more likely to crash and burn against the tesla cannon here than against the blockbuster.

The Die Spinne are up to their usual tesla cannon tricks.

If your Devastator is starting to show signs of sluggishness, hop on board a Piranha or Doppelganger. Both airstrips are at the bottom of the cavern. Don't worry about taking damage while flying either one, unless your Devastator looks like a Roman candle, in which case you should use up the Devastator in combat before abandoning it for one of the healthier fighters.



Fight back with the Piranha or the Doppelganger.

Circle the stalactites and wait for an opening. Watch for a red target marker with no planes. This means the enemy is on the other side of the obstacle and will likely swoop out behind you if you leave your backside to it. As soon as you shred the four Die Spinne fighters, the cavern door slides open, and you can continue with the last part of the gauntlet.

Exit the Die Spinne nest for some more gauntlet action.

You're back in the familiar stone-carved corridors. Hit the brakes again and take things slow. Stay low to pass under the first door, then prepare to make another run at a crushing door. Again, you don't have the luxury of flooring it. Immediately past the door comes a set of swinging pendulums, as well as big explosions. The pendulums are the priority. One hard smack from them and you're doomed. Better to jet past them and take a little fire damage from an explosion than to worry about the detonations and get clipped by the swinging stone.

Swinging pendulums, explosions, and rotating walls don't make it easy to escape.

After the pendulums and explosions, a corridor leads to a trap you haven't seen yet—rotating walls. A pair of these moving walls closes off the corridor, then rotates to leave just enough space by the corridor walls to allow a plane to slip through. If you time it just right, you can squeeze past a rotating wall without taking damage. If you make a mistake and the wall traps you, it'll crush you like balsa wood.

Fly up through the deep tunnel.

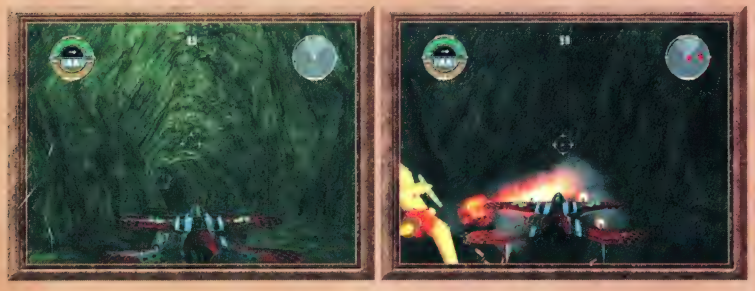
Pick the widest gap and stay between the rock columns all the way to the top. You may heat up from some geyser spray, but concentrate on the top. Since you're heading straight up, you'll be moving very slow and any amount of sitting on the brakes will stall you. The key here is to make it to the top, pull out of your steep climb, and find the next tunnel without stalling first.

Follow the manmade passages to more traps.

Follow the new passageway to more traps. The crushing door is now little more than a nuisance, so slip by that without too much hassle. Watch the explosion in the next corridor. It drops a pillar on the left side of the corridor, which you either have to dip around or go under. By now the last swinging pendulum should seem like an old friend.

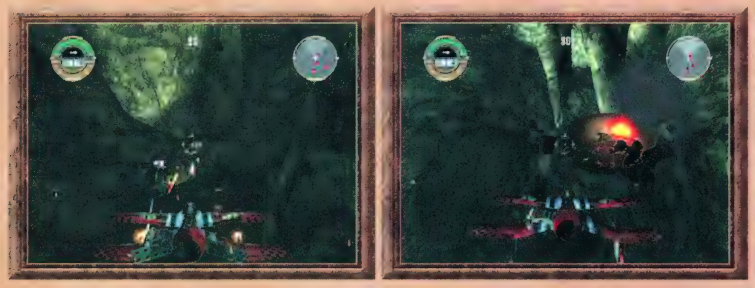
Another explosion and the swinging pendulum attempts to cut you off.

You've beaten the traps. Now it's time to beat the last of the Die Spinne crazies. Since it's the last fight of the mission, don't worry so much about damage. Use whatever you've got left to take those fighters down.



Another tunnel leads to the second Die Spinne nest.

The bigger problem involves three tesla zeppelins. These fast-moving, lightning-shooting blimps circle the room and try to catch you in a crossfire. Luckily, two of the three are tied to a mooring when you enter the area. Dodge the tesla blasts and launch your magnetic missiles at the unlucky closest target. Concentrate on that zeppelin until it's down, but don't let the others get a jump on you. If you get hit by a tesla blast, peel out of there when you "unfreeze" and regroup for another attack run.



Destroy the three tesla zeps to finally escape the doomed mountain.

One by one they fall, even to your machine guns if that's all you have left. It gets infinitely easier once you cut the zeppelin force in half. You don't have to worry about shots coming from every direction. Watch your radar and when the zeps are on opposite sides, hunt down one of them and unload on a long attack run. By the time you get close enough for it to slam you with damage, you should have it in flames. If you need it, there's a Doppelganger waiting for you below.

Your Devastator makes it out just in time, but the Pandora doesn't look too good.

Finish the last fighter off and you've cleared the gauntlet. As the mountain explodes, your Devastator launches spectacularly out of the hole leading up to the surface, narrowly avoiding death. The Pandora, however, isn't so lucky. Already beaten up from its battle with the escaping Die Spinne zeppelins and planes, the Pandora happens to be in the wrong place at the wrong time. As you jet out, a chunk of collapsing stone falls from the mountain and clips the Pandora. Could that be it for the Pandora?

Upgrade Tokens

Escape!:

1. After you go through the corkscrew full of lava bursts, there is a straight corridor with a pendulum and vertical door, then a sharp left-hand turn, then a horizontal door, then another pendulum. Just past on your right, a large abandoned temple sticks out of the wall. Make a sharp right into the temple entrance with all the pillars and it will lead you to a hidden area. In there is a full health power up, a full ammo power up and an upgrade token. The token is in the very center in the middle of a pair of pillars.

2: In the final area (by the tesla zeps) there is a huge natural pillar that goes from floor to ceiling on your left when you enter the area. There is an upgrade token hidden behind that pillar, between it and the cavern wall.

MISSION 20: THE WINDY CITY

It all comes down to one last showdown. Von Essen has sent all his forces and his new ultimate weapon, the Starker Sturm zeppelin, to destroy Chicago so he can rebuild it in his image. Struggling to repair the Pandora, you and the Fortune Hunters recruit Kahn and anyone else you can find to mount one last fight to stop Von Essen. Take a plane that will dish out a lot of damage fast, like an upgraded Coyote or Dust Devil. Lose now and you lose forever.

STORMING CHICAGO

The two words at the start of the mission say it all: "Save Chicago."

Von Essen attacks Chicago, and you aren't ready. The Pandora is barely patched together after the beating it took at the Lost City. Your ally Kahn hasn't had a chance to rebuild his empire and can only offer a little support. Everyone else is afraid of Von Essen and has decided to lay low. To stop him, you must piece together your meager forces and go it alone.

It's going to be a brutal fight, so prepare for a nightmare scenario.

Above the clouds, at the top of the Chicago skyline, you must battle to the death against the last of Die Spinne. So what if they have a hundred fighters, a dozen zeppelins, and the ultimate weapon? The good guys have you, and that's all they've ever needed.

Don't let the turmoil and scads of enemy fighters steer you off course.

Jump into the fray and start blasting some Die Spinne planes. Save your secondary weapon, but feel free to hold the trigger down on your primaries and wax some Piranhas and Doppelgangers. Pull together everything you've learned about dogfights and apply it here. The enemy shouldn't be a match for your superior combat skills.

When the damage piles up, hit the service station in the middle of the skyscrapers.

Even so, you're bound to take some damage. A handy service station sits right in the middle of one of the central skyscrapers, so cruise in there if you need repairs. If you collide with another plane or get pummeled while under the effects of a tesla cannon, don't hesitate to pay the service station a visit.

Down the tesla zeppelins before they cause too much damage to your forces.

Your first official mission is to destroy the tesla zeppelins in the area. Unlike the confined cavern inside the Lost City, the open Chicago space plays to your strengths. You can zoom behind one tesla zep, and the others won't even be in hailing range. Start a long attack run and hold the trigger down for your machine guns. Again, save your missiles for the last encounter.

An old friend shows up for the party—the giant robot spider from Mission 5.

After you wipe out the tesla zeps, an old friend shows up. You thought you destroyed the giant robot spider at the end of Mission 5, but you were wrong—it's back and badder than ever.

It climbs up one of the buildings and digs its steely legs into the cement. As it takes damage, it scurries around the building and even jumps to a second one when things get too hot.

The spider falls just like before. Several shots to the exposed "head" do the trick.

The same attack strategy applies here as it did at Doc's lab. Fire at the spider's "head" to expose the four energy cores that power the thing. Pour as much machine-gun fire into the four energy cores as you can afford without crashing into it. Loop around and begin another attack run on the energy cores. After three or four runs, the spider should be worthless junkyard scrap.

THE STARKER STURM

The Starker Sturm zeppelin is huge, and it likes to eat buildings as snack food.

The true fight comes against Von Essen's Starker Sturm. This zeppelin is enormous. With Doc's Wind Turbine design in place, the zeppelin generates tornadoes that suck up whole buildings. Don't go anywhere near those tornadoes or you'll get vacuumed up and shot out. Compared to its massive size, you're but a fly—and all your weapons bounce off its protective armor. What hope do you have?

Fly clear of the twisters generated by the Starker Sturm. You can get sucked up and lost in the vortex if you're not careful.

Study the Starker Sturm for a weakness. Notice that it has a series of external power cylinders in the rear of the craft that move up and down on the outside. Fly in close enough to blast these cylinders when they rise out of their defensive casings. If you destroy all the ones along its hull, you weaken the vessel temporarily.

Hit the exterior power cylinders to weaken the Starker Sturm.

Next, find the two sets of power cylinders in the rear of the craft. Shatter these cylinders to briefly shut down the ship's giant fans.

So what? The fans are going to turn back on anyway and eventually wreck the city. But not if you can help it.

Blast the rear power cylinders to temporarily shut down the Starker Sturm's giant fans.

Soar up and drop through the now-stilled giant fan. Lining the walls inside are two rows of power cylinders. Fly in a tight circular pattern, around the fan's shaft, and barrage these cylinders with as much gunfire and missiles as you've got. Given some time, they should all explode.

Fly inside the giant fan and destroy all the power cylinders along the interior wall.

You've landed a serious blow against the Starker Sturm, except you've also just triggered the giant fan back on. If you try and head out the way you came in, you'll be cut to ribbons. Head the opposite way instead, and come out the smaller fan that takes a little while longer to get motoring.

Get out before the fans kick back in and rip you apart.

The fans aren't working right, and the malfunction sets off a chain reaction that rips apart a section of the zeppelin's exterior armor. With armor gone, you can actually see the power core pulsating inside. No matter what else is going on, make the power core your priority.

The malfunctioning fans cut a hole in the Starker Sturm's armor and expose the zeppelin's energy core.

While this is all going on, the Starker Sturm has been chewing up the city. One by one, the buildings have been destroyed as Von Essen levels his oppositions' cherished structures. You're on a time limit to deal with the zeppelin. If it hits the fifth building—the bank—Chicago falls, and you become an outlaw on the run for the rest of your short life.

Concentrate your fire on the energy core, and it's adios Die Spinne.

To save Chicago, climb high above the Starker Sturm and look for the shredded armor along the top. You can clearly see the power core inside, and your job is to destroy it. Fire at it and notice that your bullets still can't penetrate the iron framework. Unless it's a perfect shot, bullets and missiles still rebound off.

With a level head, hit your brakes and slowly approach the tear in the zeppelin's hull. Don't let the others panic you with updates on how quickly the Starker Sturm is destroying buildings. You have to concentrate enough to fly your plane into the shredded hole so that you can almost nose the power core. At point-blank range, fire all your weapons and pray you've got enough time left.

Von Essen dies as the Starker Sturm explodes. The Fortune Hunters have lived to fight another day.

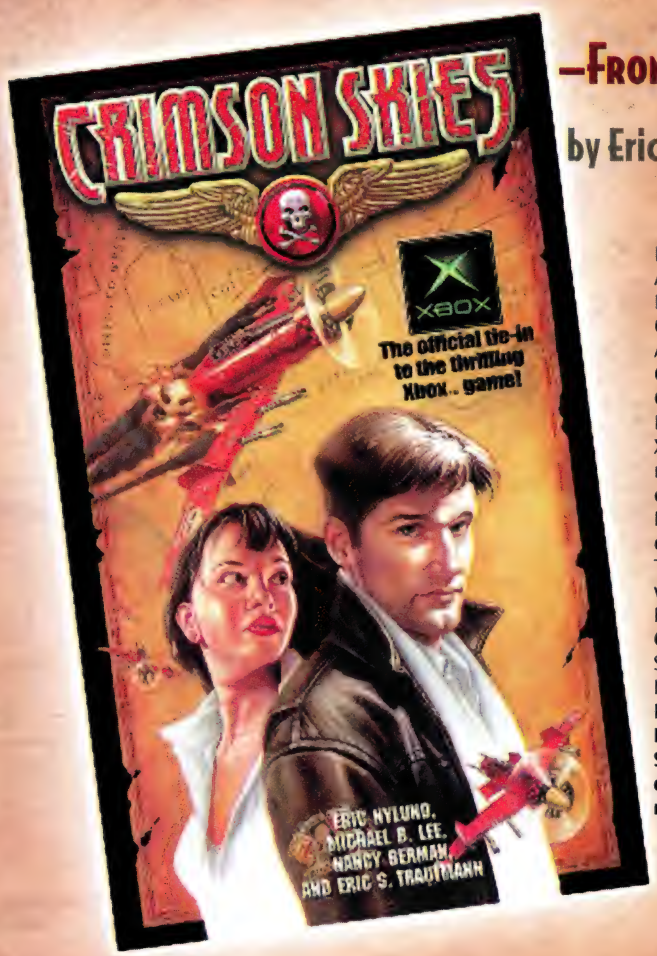
When the power core explodes, so does the Starker Sturm. Von Essen can't believe you've managed to thwart him. His last expression as the flames overtake him is one of shocked surprise.

Everyone can finally celebrate for real. Chicago has been cleansed of Die Spinne, and you have avenged the death of your friend, Doc Fassenbeinder. Now if only there were a reward for saving the world.

Upgrade Tokens

The Windy City: There are no tokens hidden on this mission. You only earn tokens for beating the final boss.

PALADIN BLAKE & THE CASE OF THE PHANTOM PROTOTYPE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BOURBON AND RED INK

Paladin Blake took a bottle of bourbon from his desk drawer. He grabbed two glasses from the watercooler, set them on his blotter, and opened the bottle. This was the ritual he performed after every assignment.

No ritual, though, would save Blake Aviation Security from bankruptcy. Sunlight and fresh air streamed through his office window. Paladin watched the sun set behind the Santa Monica pier. The view cost him a bundle in overhead. He lowered the blinds.

With a steady hand, he poured the twelve-year-old bourbon into the glasses. He set one by the photograph of his father. "Here you go, you old bootlegger."

In the picture, his father sat on the wing of his plane, a pistol in one hand. In the other hand, the elder Blake held a bottle identical to the one on Paladin's desk.

"And here's to coming home alive."

PALADIN BLAKE & THE CASE OF THE PHANTOM PROTOTYPE

This last assignment had been a peach. Only one of his planes had been shot down. Pretty good, considering Blake Aviation Security had put five pirates into the drink delivering silver bullion to the Kingdom of Hawai'i. The payoff had been considerable.

For every success, however, there were two assignments that lost money because of hospital bills, repairs, maintenance for his fleet of a dozen aircraft . . . and checks sent to his pilots' widows. Paladin was pouring money into his company by the bucketful.

He pulled out the company ledger and sighed. Red ink tattooed its pages.

Paladin cradled his glass of bourbon, warming it until he could smell the smoky aroma. He clinked the glass to his father's. "Don't worry, Dad. No matter what it takes, I'll get every last one of them for you. Even if it means doing it alone."

He poured the two glasses back into the bottle, then put it away. The ritual was over.

Running Blake Aviation Security hadn't always been like this. Every day, though, the job grew harder. There were more pirates in the air, and, as improbable as it seemed, they were becoming bolder. From Maine to Hollywood to Alaska—the skies were heating to a boil.

Paladin stared at the bleeding ledger. There had to be a way to squeeze a profit from these numbers.

The intercom buzzed. "Mr. Blake?" his secretary asked.

"There's a Mr. Justin here to see you."

"Tell him to make an appointment."

"Mr. Justin?" she repeated. ". . . representing the Lockheed Corporation?"

Paladin lost his place in the columns and rows. "You said 'Lockheed'?"

"Yes."

A corporation like Lockheed could mean, for once, a fat profit margin. The boost in prestige couldn't hurt Blake Aviation Security, either. It could lead to other corporate clients—real money. Maybe enough to finally get his company off the ground.

But he was getting ahead of himself. He didn't know what Lockheed wanted. "Send him in."

Paladin quickly slipped on his suspenders, tucked in his shirt, and ran his fingers through his hair. He stood and slammed the ledger shut.

The office door opened. A man paused in the doorway.

He was seven feet tall if he was an inch, and he had to turn his wide shoulders to clear the door frame. Paladin had never seen a size sixty-four Italian-cut suit before—enough navy blue wool to make a tent. The color of his gray silk tie matched his pointed beard. Bushy brows arched over his blue eyes.

"Paladin Blake?" There was a richness to his voice, a slight Slavic accent. "I am Peter Justin." He extended a hand that engulfed Paladin's as they shook.

"What can I do for you, Mr. Justin?" Paladin gestured to a padded chair.

Justin gracefully sat. "Lockheed has business for you, Mr. Blake. Security business."

"Good," Paladin said. "Great." He slowly sank into his chair, then added, "But Lockheed has its own security. Why use us?"

"I am well aware of Lockheed's security resources, Mr. Blake. I am in charge of them." Justin reached into his coat and removed a sterling cigarette case, opened it, and offered one to Paladin.

"No, thanks," Paladin said.

Justin took a cigarette for himself. "Lockheed requires an outsider for this particular assignment, an outsider with an impeccable record and a reputation for discretion. In short, we need *you*."

"I see," Paladin said, not really seeing anything, but managing to sound nonchalant. "Tell me about it."

"A simple matter," Justin replied and rolled his unlit cigarette between his fingers. "Two months ago, parts for a new aircraft disappeared from our Pasadena facility. Last week, the blueprints disappeared from our vault—then reappeared. We are concerned that a prototype we recently constructed will vanish next. So we want you to fly this prototype."

Paladin held up his hand. "I'm no test pilot. I'm a good combat pilot, but you need—"

"There is no testing involved. The plane is quite airworthy, I assure you. All we require from you is to deliver the plane to our secure base in the Mojave Desert." He fished into his coat pocket again, this time retrieving a slender notebook and gold fountain pen.

"You see," Justin said, leaning forward, "we cannot afford to trust anyone at Pasadena. The mechanics, engineers, even our test pilots could have been responsible for the previous thefts. This completed prototype will be a tempting target."

"I didn't know Lockheed had an airfield in the Mojave Desert."

"Few do," Justin replied. "Which is another reason to employ someone with your reputation for discretion." He opened his notebook and scrawled on it. He tore off a sheet and pushed it across the desk. "The first half of our payment to Blake Aviation Security."

Paladin scrutinized the note. It was a Lockheed corporate check drawing on assets from the First Bank of Hollywood. There was a line of zeros neatly arranged after the first number in the amount box.

After a moment, Justin cleared his throat. "Mr. Blake? I trust the amount is adequate?"

Paladin's mouth was suddenly dry. "Yes. Adequate." He swallowed and got his bearings. "For this kind of money, though, I assume you expect trouble?"

"No, Mr. Blake. I expect this kind of money will buy Lockheed a decided lack of trouble."

Paladin looked again at the number on the check. It was too good to be true—especially for a quick run over the San Bernardino Mountains. Or maybe there was no catch. Maybe this is exactly what he needed: a juicy contract.

Even if there was a catch, Justin was playing his cards close to his vest. If Blake Aviation Security didn't take the job, Justin could find a dozen other outfits to take his money.

"I assure you, Mr. Justin, Blake Aviation Security can handle any trouble."

"Excellent." Justin stood and smoothed his suit. "I knew we could do business. Meet me at five o'clock at the Pasadena airfield."

"My team and I will be there."

Justin crinkled his bushy eyebrows. "You misunderstood me, Mr. Blake." He set his still-unlit cigarette in the ashtray. "You—and you alone—are required. At the last minute, you will replace our test pilot on tomorrow's scheduled flight. Additional planes will only draw unwanted attention."

Cloak-and-dagger operations weren't exactly Paladin's style. He preferred force to stealth—preferably the force of a heavily armed squadron of his best fighter pilots.

But what choice did he really have?

"Okay," Paladin said. "It's your show. I'll be there like you want. Alone."

"I shall make the arrangements." Justin shook Paladin's hand again, then turned and closed the door behind him so softly that Paladin didn't hear it click shut.

Paladin's eye fell upon the unlit cigarette Justin had left in the ashtray. It was one of those black European deals, expensive and hard to get since the collapse of the United States.

Big money or not, something didn't sit right. Lockheed wouldn't dole out this kind of cash unless they thought they'd get a good return on their investment. And why, if Justin couldn't trust his people, was he trusting Blake Aviation Security? Paladin knew his outfit was small potatoes.

He picked up the phone and dialed. It rang six times before someone answered.

"Dash? Get out of bed. I know you just got off a deadline. Look, I need a favor, some information. Find Jimmy the Rap and meet me at the Club Gorgeio, say ten o'clock? Good."

Paladin hung up, then buzzed his secretary. "Dust off my tuxedo. I've got business tonight."

Out of the corner of his eye, Paladin spied the picture of his father. It looked like the old bootlegger was laughing at him.

■■■

The Club Gorgeio was packed with wall-to-wall tuxedos, slinky sequined evening gowns, and buxom waitresses laden with trays of cocktails. A haze of smoke gave the air a velvet texture. The band played "Hop Off."

Paladin, Dashiell, and Jimmy the Rap sat at a secluded corner table. Paladin told them about his visit this afternoon.

"I dropped by the First Bank of Hollywood," Paladin said. "Got a friend to run the check's serial numbers. They verified Justin's signature. It's legit."

Dashiell tapped out a cigarette and lit up. "I don't like it, Paladin." He puffed once. "It doesn't add up."

Dashiell wore a La Blanca tuxedo, the same label as Paladin, only he managed to make it look like a million bucks. It hadn't a crease or a speck of dust on it. His hair was slicked back, and his pencil-thin mustache was perfectly trimmed.

At the opposite end of the fashion spectrum was Jimmy the Rap. Jimmy fidgeted, uncomfortable and out of place in his two-bit tweed suit and crumpled tie. He finished his second drink in a single gulp.

"Doesn't add up how?" Paladin asked.

Two years ago, Dashiell had been a stringer for *Air Action Weekly*—a starving writer working under a pseudonym, in desperate need of money until his "serious" projects paid off. Paladin put him to work checking the backgrounds of his clients and the competition, since Dashiell had a flair for research . . . and a nose for treachery. Later, when he hit it big with book deals and movie screenplays, suddenly everyone was his friend, from mobsters to studio executives to starlets.

His good fortune, though, was Paladin's, too. Just as Dashiell had used Paladin's real-life escapades for his fiction, Paladin now used Dashiell's connections and smarts as a writer to solve real mysteries.

"It doesn't add up," Dashiell said, "because Mr. Peter Justin, aka Piotr 'Neyasvy' Pushkarev, is an ace pilot."

"I never heard of him," Paladin replied.

"You wouldn't have." Dashiell tapped the ashes off his cigarette. "He was a hero of the Russian revolution. That is, a hero, if you were a White Russian. His family escaped to Alaska, but not before the Reds got some of them. He made a name for himself up there before Lockheed hired him . . . or so I've heard." Dashiell waved his cigarette in a flamboyant gesture. "You're a pilot, Paladin. Maybe you can tell me why someone like that would give up his prize aircraft?"

"He wouldn't," Paladin muttered.

Dashiell turned to Jimmy. "What about these stolen parts? What's the word on the street?"

Jimmy slid out of his chair and took a step toward the exit.

Paladin set a hand on Jimmy the Rap's shoulder, pushing him back into his seat.

The "Rap" part of Jimmy's name came from his pair of stints in prison. In both cases, he could have spilled his guts and walked away clean. The fact that he refused to rat out his former associates had earned him the reputation of being a man who kept his mouth shut—he was willing to take the rap. It made him a valuable middleman to the shadier businessmen of Hollywood.

Jimmy walked a tightrope, though. One word from Dashiell to Jimmy's parole officer and he'd be off the streets until his hair was gray. One slipup with his employers, and he'd be off the streets permanently.

Paladin pressed a twenty into Jimmy's sweaty palm. "The parts?"

Jimmy's gaze darted around the room, then settled on Paladin. "These ain't no spark plugs that got taken. We're talking engine blocks, a spare fuselage, and some sorta aerobrake."

"So who bought them?" Dashiell asked.

Paladin slid his untouched scotch to Jimmy.

Jimmy downed it. "That's the strange thing," he said. "The guys with the brains to fence something that big—Icepick Marvin, the Weston Brothers—they've all taken vacations . . . real sudden-like."

"That doesn't make sense," Paladin said.

"Unfortunately, it does," Dashiell replied. "Someone big engineered these thefts from Lockheed. It stands to reason someone just as big wants to purchase the items. Someone big enough to make Jimmy's nastier associates think twice about getting involved."

"So what do you suggest?" Paladin asked.

"I'm going up to Santa Barbara for the weekend. You, my dear Paladin, are in way over your head. I suggest you tag along and take a vacation, too."

"I know I'm in over my head," Paladin whispered. "Way over. But if Blake Aviation Security is ever going to be more than a small-time operation, I've got to get in that deep." He stood.

"Thanks for the information and the advice, Dashiell. You'll have to excuse me, though. I've got a plane to fly in the morning."

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A WING AND A PRAYER

The sun wasn't up yet. Paladin fumbled in the dark until his hands found his bag and parachute in the aerotaxi's trunk.

The driver craned his head out the window. "You need a hand, buddy?"

"Got it," Paladin said. He slung his chute over his shoulder and paid the driver.

"Lots of flyboys showing up here lately," the driver said. "They all bring their chutes. Don't Lockheed have the bucks to spring for you guys?"

"Sure they do," Paladin said. "But when there's nothing between you and the ground except a mile of air, would you trust someone else to pack your silk?"

"Point taken," the driver said. He started to roll up his window.

"Wait." Paladin passed the driver a dollar tip. "When did a lot of pilots show up here?"

"A week ago." The taxi driver pocketed the dollar. "Maybe a dozen. All flyboys . . . either that or parachute salesmen."

"Thanks," Paladin replied. He marched to the security shack at the eastern gate.

Pilots with their own chutes meant independent operators. Why was Justin hiring more outsiders? Was he rotating his test pilots regularly because he didn't trust anyone? Paladin filed that under "miscellaneous curiosities." He'd ask later.

The guard inside the shack tracked Paladin's approach with an unwavering glare.

"John Smith to see Mr. Justin," Blake said, using the phony name Justin had insisted on. He felt like a heel, just saying the name. John Smith—real original.

"You're expected." The guard made a check on his clipboard. He lifted the barricade and waved Paladin through. The guard then handed him a brass key. "Pilots' lockers are there." He pointed to the nearest hangar.

Paladin stole a glance at the clipboard. The only thing written on the page was his phony name.

"Got it," Paladin said, and started toward the hangar.

Through the slowly dissipating fog, Paladin saw a dozen other hangars, and in the distance, the gray outlines of two zeppelin aerodromes. A hundred planes were precisely parked on the tarmac: every make of bomber and fighter, even a fleet of autogyros. There were no people, though. Sure, it was five o'clock in the morning, but there should be mechanics or guards . . . *someone*. The place was a ghost town.

Paladin entered the hangar. On the other side of a row of gleaming P2 Warhawks was a building, presumably the pilots' locker room.

"Hello?"

Only an echo answered.

It wasn't too late to accept Dashiell's offer: a weekend of starlets and sailing in Santa Barbara. But that wouldn't bring in the cash he needed to save Blake Aviation Security.

No. This setup may be getting weirder by the second, but Paladin couldn't afford to lose the job. He chalked up his growing unease to preflight jitters.

Paladin walked into the changing room. There were showers and rows of large lockers with benches. He examined the brass key the guard had given him. Stamped on it was A303. He found locker A303 and opened it. Inside hung a flight suit and a fur-lined jacket; there were gloves, leather helmet, goggles, a steel lunch box, and a new parachute. The flight suit had a Lockheed logo embroidered on the back, and the name JOHNNY stitched on the right front pocket.

Paladin slipped into the suit, jacket, and gloves. They were a perfect fit.

"Mr. Blake?"

Peter Justin stood in the doorway—or rather, his body *filled* the doorway. He wore a gray suit, green tie, and he looked crisp and fresh. "If you could don the helmet, as well—in case anyone spots us?"

Paladin put on the helmet and goggles.

"Our time is limited," Justin said, "so please follow me." He turned and strode away.

Paladin picked up his bag, the lunch pail, and his own parachute, kicked the locker shut, then trotted after the big Russian.

He caught up to Justin on the tarmac. "I admire your thoroughness," Paladin said. "No one here but the one guard at the gate. The prearranged equipment. Like clockwork. If I didn't know better, I'd say you had the fix in on the fog, too, just to keep everything under wraps."

"I also took the liberty of packing you a lunch," Justin said, without pause in his gigantic stride. "A thermos of coffee and two sandwiches, one jelly and peanut butter, and one liverwurst. I was unsure which you preferred." He pointed into the fog. "There she is."

Paladin squinted, and saw a plane's silhouette . . . at least the wing of a plane.

No. It was *all* wing. It reminded Paladin of the Ravenscroft Coyote—the mainstay of the Navajo and Lakota air militias. Unlike the Coyote, which sported a single "pusher" prop, this bird had engines mounted on the leading edge. The cockpit was a bubble in the center of the craft, and twin .30-caliber guns were mounted underneath. There were control flaps along the wing, but it lacked anything that resembled a rudder.

"You can't be serious," Paladin said. "It'll spin out of control."

"No, Mr. Blake, it will not. The controls are sensitive, but they function quite well. Rolls-Royce developed the concept, but they never pursued the design. We recently purchased their patent."

Paladin walked around the plane. Something else was wrong. He stepped back and figured it out. The proportions were out of kilter. The plane had huge engines, a tiny fuselage, and limited control surfaces. It was all power. Maneuvering wouldn't be difficult; it would be impossible.

"Has this thing even been *flown* before?"

Justin laughed. "Many times. It is safe." He crinkled his bushy brows together. "Assuming the pilot is sufficiently skilled. You are not having second thoughts, are you?"

Paladin had been having third, fourth, and fifth thoughts about this job since he met Peter Justin.

"No," he said. "No second thoughts."

"My ground crew inspected her last night. I have personally double-checked their assessment."

Paladin climbed onto the wing and slid back the canopy. Inside, wires spilled out of empty sockets where some of the gauges had been ripped out. Sections of the floor were exposed, revealing the guns and the landing gear struts.

"Someone hasn't finished putting this thing together."

"It is a *working* prototype, Mr. Blake, not a finished product. Certain amenities have been overlooked. The plane, however, is eminently airworthy. Now—" He removed a map from his pocket. "—if you could give me your attention."

Paladin stowed his gear in the cockpit and climbed down.

Justin unfolded a map of southern Hollywood. "I have traced your route. You will cross the mountains here." He smoothed his thumb over a red line on the paper. "If you experience problems, you are to immediately land at the Palmdale airstrip, or at Palm Springs, should you end up farther east. As a last resort there is the dry lake bed." He circled a large region outlined in yellow. "If you experience any difficulties, call for help on the channel marked *B*. We will abandon the secrecy of this mission and send a squadron to retrieve you."

Paladin followed the route. It ended in the middle of nowhere. "And Lockheed's secure facility is here?"

"Yes. You will receive the balance of your fee upon landing. Is this acceptable?"

"Sure." Paladin frowned. "No, not quite acceptable. Can I ask you a personal question, Mr. Justin?"

Justin glanced at his watch. "A quick one."

"I've always made it a point to know my clients. I mean, know who they really are. Your real name isn't Peter Justin—it's Piotr Pushkarev. You fought in the Russian Revolution on the side of the Whites and earned the nickname Neyasvy, which, I'm told, means 'invincible.' When the battle spilled into Alaska, you fought there, too. You're an ace pilot. A hero."

Justin locked eyes with Paladin. He didn't smile to hide his unease, nor was there even a raised eyebrow betraying shock. "And your question?"

"Why the fake identity? You have every reason not to trust anyone with your prototype. But why am I flying it? Why aren't you?"

"Your information-gathering skills are indeed impressive, Mr. Blake, but you are incorrect on one point. My name is Peter Justin. I have had it legally changed. As for not trusting anyone else—you are correct. I do not.

"I am forced by circumstances to trust you. You see, my skills—" His gaze dropped to the ground. "It is not easy, when one reaches a certain age. My reflexes, my eyesight . . . they are not what they once were. I am still a patriot, and I still serve in my own way, but I cannot risk that which I have been hired to protect to prove that I am something I am not."

It took a big man to admit that. Would Paladin be as smart when he started to lose his edge? He hoped so. There were no old fighter pilots.

"I'm sorry," Paladin said. "I had to ask."

"If you knew my reputation and walked into this blindly, it would mean you are a fool. I am glad to see you are not." Justin glanced again at his watch. "Now, if there are no further questions, we must get you into the air."

Paladin climbed into the cockpit. The seat was rock hard, and his long legs didn't fit. He managed to adjust it until he was merely uncomfortable.

He fired up the engines. They coughed and sputtered and caught. Despite Justin's assurances about the plane's condition, they sounded out of tune.

Justin circled behind the plane, climbed the wing, and leaned into the cockpit. "You have already been cleared with the tower. The runway is yours, Mr. Blake. Good flying." He gave Paladin a thumbs-up, then slid the canopy over his head. It closed with a solid click.

Paladin returned the thumbs-up and waited for Justin to climb off before easing the plane out onto the tarmac. Blue lights winked down the runway. The fog was still thick, restricting visibility to two hundred feet . . . not the best takeoff conditions.

PALADIN BLAKE & THE CASE OF THE PHANTOM PROTOTYPE

Paladin clicked on the transceiver and called in a radio check. The tower confirmed and told him he had the runway to himself.

He eased the throttle forward. The flying wing accelerated quickly. Paladin let her build speed for a moment, then pulled back. The plane soared into the air—teetered and almost flipped into a roll.

Justin wasn't kidding when he said the controls were sensitive. He'd have to be more careful.

Paladin held his angle and climbed. The altimeter said four hundred feet. He glanced down at the grid of Pasadena streets, the orange groves, and the foothills ahead. He judged his altitude to be over two thousand. The oil pressure gauge pulsed up and down. His rpm indicator read zero.

" 'Certain amenities have been overlooked,' huh?" Paladin muttered. He tapped the fuel gauge. It read full, but he wasn't sure if he believed it.

This wasn't going to work. No instruments he could trust and a plane only half-assembled? How was he going to spend Lockheed's money if he crashed? He should turn back now while he had the chance.

Paladin pushed the left rudder petal. The plane banked so sharply that the hull groaned and his harness cut into his shoulders.

This plane moved like nothing he had ever flown. He wasn't sure how it was maneuvering, but it was as agile as a dragonfly. He continued the turn, then rolled the flying wing, the maneuver crushing him into his seat.

That was almost fun. Maybe he could fly this thing, after all.

Paladin pushed the throttle to three-quarters power. The wing jumped forward. He nosed her over the San Bernardino Mountains, admired the snow on Mount Baldy, then dropped altitude, and skimmed over the treetops.

This little flying wing was growing on him. The controls were twitchy, though; every nudge jinked the plane.

He crossed the summit, and the Mojave Desert stretched out beneath him, flat and gray, painted with yellow dust-storm streaks far in the distance. He aimed for the Saddleback Buttes. From there, according to Justin's flight plan, he'd head due east into the middle of nowhere.

So far, smooth sailing.

Paladin reached back for the lunch pail—and spotted planes on his six. A pack of Grumman Avengers.

He'd been an idiot. He'd been busy enjoying the ride, and had forgotten that this wasn't a ride. It was a job. A job he might have just botched.

He squinted. Five of them. No registration numbers. That meant pirates. But there were also no symbols, crests, or markings of any kind. He'd never seen a pirate not decorate his plane. So who were they?

He waggled the flying wing to indicate he was friendly.

They fired. Bullet holes stitched his port wing.

"So much for trying to be neighborly," Blake growled, nosing his plane into a dive.

Paladin skimmed along the slope of the mountain, then pulled up hard. He pushed the throttle to maximum, looped the plane, and then pushed her into a dive—emerging behind his attackers.

Before they could scatter, he lined up a shot and fired the prototype's guns.

Fire belched from his .30-caliber cannons. He peppered the tail of one of the Avengers, destroying the rudder.

Paladin whooped, pleased with his marksmanship.

Both his guns jammed.

"What the—?" He squeezed the trigger again. Nothing.

The loss of his plane's guns made the firefight far too one-sided for Paladin's liking. He grabbed the radio: "Mayday, Mayday. Lockheed special flight encountering pirates. Mayday, Mayday."

There was no response. Not even static.

All right, he thought. *I can't fight or get help. Maybe I can outrun them.*

Paladin peeled off and headed straight into the sun.

"Come on," he whispered to the plane. "Faster!"

The Avengers turned to match his new heading, but he was putting some distance between his bird and the attackers. Good. He had a chance.

Bullets riddled the back of the flying wing. A rocket whistled past him; a second impacted near the port engine. There was a shower of sparks and shrapnel. The motor sputtered and stalled.

Paladin knew when he was beat. He checked his parachute to make sure it was strapped on tight.

"I'm sorry, Justin," he murmured, "but it looks like I've just lost your plane."

Another volley of bullets tattooed the flying wing.

Paladin pulled on the canopy's release. With luck, he wouldn't be shot on the way down.

The canopy didn't budge. He pulled harder, with all his strength. No dice.

He was stuck inside.

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CRIMSON SKIES: HIGH ROAD TO REVENGE

Eric Nylund, Michael B. Lee, Nancy Berman, Eric S. Trautmann

It's 1937, and America has disintegrated into a collection of warring nation states vying for control of the skies. Ace pilots Nathan Zachary and Paladin Blake and notorious sky gangster Jonathan "Genghis" Kahn lead their squadrons of rogues and privateers through dangerous, yet thrilling, sky missions in this explosive adventure. The official prequel to the Xbox game.

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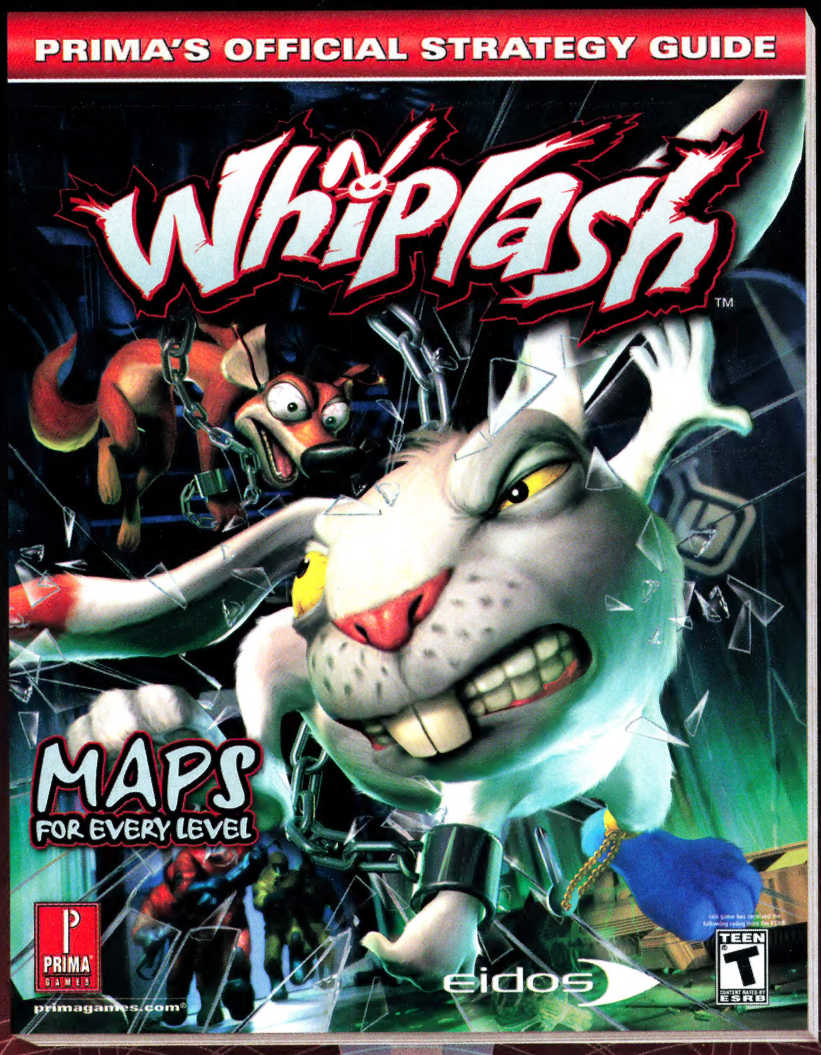

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